

LAMENTATIONS

of the

FLAME PRINCESS

WEIRD FANTASY ROLE-PLAYING

Version 0.07

- Version 0.07 Revised Maritime rules and ship stats, and boat prices, consolidated class tables, Plate Mail now costs two encumbrance points, changed shield prices, changed the Starvation rule, XP for foes defeated changed again, added Physician to Retainer list, adjusted Firing into mêlée rules, removed Feign Death spell and inserted Gaseous Form, changed descriptions for the spells Contact Other Plane, Control Weather, Cure Disease, Divination, Enlarge, Exorcism, Hold Person, Levitate, Massmorph, Neutralize Poison, Power Word Stun, Prayer, Prismatic Sphere, Ray of Enfeeblement, general text cleanup (20100526)
- Version 0.06 Small alteration to Encumbrance Rules, Clarified Charm Person, Levitate, Haste, Detect Evil spells, Added “no more than one level gained per session” rule, clarified Helpless Opponents, Changed Warhorse price, added Slave costs, changed Doors to Low Roll mechanic to match other subsystems, Adjusted Monster XP Awards, Firing Into Mêlée rules revised, added Dwarfs are Less Encumbered rule, replaced Know Alignment with Heroism spell, altered Halfling special abilities slightly, Changed Animal Encumbrance, Altered Language Rules
- Version 0.05 Removed Attack Bonus from Specialist abilities, cleaned up Specialist ability text. Changed dwarf HP. Changed Halfling abilities to d6. Switched Minor and Small weapon costs. Revised Encumbrance. Moved Specialist skill explanations to general adventuring rules. Alphabetized general rules. Added Language Rules. Added Small and Oversized notations in equipment section. (20101416)
- Version 0.04 Minor text changes throughout, removed “Prepare a Character Sheet” from Character Discovery, changed Class descriptions, added Ascending Armor Class notes, removed two-handed option for medium weapons, reduced polearm prices, changed whip description, added explanations for “Unadjusted AC” and “Second Rank,” Encumbrance rule adjustment, Traps section edited, Hired Help section renamed Retainers, Chauffeur changed to Coachman, Specialists now find Secret Doors more often, Spell Descriptions Changed
- Version 0.03 Completed Draft of All Rules (Equipment, Misc Rules, Combat rules filled in) (20100222)
- Version 0.02 Spell Descriptions Added pages 35 – 87 (20100124)
- Version 0.01 Character Creation, Some Adventuring Rules, Some Combat Rules, Some Magic Rules (20100101)

Draft Introduction

LotFP: Weird Fantasy Role-Playing is another of the so-called simulacra, but not quite a retro-clone. It is not intended to break new ground rules-wise (although it will have idiosyncrasies), but rather designed for three purposes:

- To include tutorials to allow this to be a beginner's role-playing game that allows a complete novice to pick it up and learn how to role-play.
- To use the traditional rules we're all familiar with as a means to present a "weird horror" sort of game.
- To hew so close to the traditional gaming rules as to be able to freely use other games' support materials and so that LotFP: Weird-Fantasy Role-Playing materials will be able to be freely used with other games. Total cross-compatibility across the retro-clone scene is the goal.
- To be the coolest old school game you've ever seen.

The final version of the LotFP: WFRP (OK, I won't use that abbreviation again...) will be a box set. As of this writing, intended to be included:

- A Tutorial Booklet, including an introduction to game concepts, explanation of terms, and two solo adventures in different formats. This is "how to play."
- A Rules Booklet, including character creation, equipment, and rules for exploration, research, combat, etc. This document you're reading will eventually become the Rules Booklet. This is also one of two booklets (along with the magic book that will use Open Game Content, but it will be 100% Open Game Content (barring trademarks and art of course). While you'll see content from other games in this book (why reinvent a wheel when the entire point is to keep the same skeleton that's been used for 30+ years?), there will be plenty of original and altered material that others will be able to use as well.
- A Magic booklet with the full spell lists
- A Referee booklet which will include information and advice about running games, maintaining a tense and weird atmosphere, how to construct monsters, magic items, and information about creating adventures and campaigns.
- A Beginner's Dungeon Module
- A Beginner's Wilderness Module
- A set of Dice
- Character Sheets
- A Recommended Reading Guide (LotFP's version of Appendix N)
- (do we need the graph paper and pencils?)

As work progresses and things like cost and practicality rear their ugly heads, this list may change.

This document is a working document. It will be updated whenever a new section of the game is completed. The most current version of this document will be linked at <http://lotfp.blogspot.com> until the final box set goes to press, at which point a final version of the rules with fully edited text and acceptable layout will be posted. During this working stage, sometimes rules fragments or very disorganized text will be present. Please forgive the mess, but feel free to comment on the rules themselves, or the order of presentation.

If you see any errors or anything in this document that you feel should be changed, send me a message at lotfp@lotfp.com or participate in the discussion at the <http://www.lotfp.com/RPG/discussion/forum/3/main-forum/>.

(This work has not been properly proofread. While the attention to detail is appreciated, and while I will do a call for typo correction – and offer prizes for those that help the most – right now I'm looking for rules and consistency issues. Don't sweat typos unless they make something confusing or contradictory.)

(This layout is not the final layout of the product, or even a work in progress, but just practice and screwing around with the layout software.)

(This introduction will not be part of the final product. Abbreviations and definitions will likely change in format for the final edition, as the Tutorial is yet to be written, and anything described in-depth there will not be repeated in the main rulebook. The Tutorial will be where to learn game concepts and terms, the Rulebook will be a reference work.)

Character Creation

Summary

1. Roll Ability Scores
 - a. Note Bonuses
 - b. Is the Character Suitable?
2. Choose a Character Class
 - a. Determine Hit Points
 - b. Record To-Hit and Saving Throws
3. Select Alignment
4. Determine Starting Possessions
 - a. Roll Money
 - b. Buy Equipment
5. Choose a Name

Roll Ability Scores

Roll 3d6 for each ability score (Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom), in order, and record them on your character sheet.

Each ability score has a Modifier which is associated with it:

Ability Score	Modifier
3	-3
4 – 5	-2
6 – 8	-1
9 – 12	0
13 – 15	+1
16 – 17	+2
18	+3

Explanation of Ability Scores

Charisma

Charisma is the measure of a character's aptitude for leadership and the respect others bestow on the character's authority. It is not a measure of the appeal of a character's personality (the player must portray the character's personality) nor a measure of beauty. Charisma modifiers affect the character's ability to hire retainers and the loyalty of those retainers.

Constitution

Constitution is the measure of a character's health, vitality, and toughness. Constitution modifiers affect a character's Hit Points and certain physical activities such as traveling long distances.

Dexterity

Dexterity is the measure of a character's agility and reflexes. Dexterity modifiers affect a character's Armor Class, ability to hit with ranged weapons, and ability to act first in combat.

Intelligence

Intelligence is the measure of a character's knowledge prior to the start of play. Intelligence does not measure a character's memory or ability to solve puzzles; it is the player's wits that must be used in these situations. Intelligence modifiers affect the character's ability to learn languages, saving throws against spells cast by Magic-Users, and for Magic-Users it affects the time (and thus expense)

required to research spells and create magic items, as well as influencing the saving throws of subjects of the Magic-User's spells.

Strength

Strength is a measure of a character's raw power. Strength modifiers affect a character's ability to hit in mêlée combat, open stuck doors, or succeed in unarmed combat.

Wisdom

Wisdom is the measure of a character's connection to the greater universe, and the strength of the character's spirit. Wisdom does not affect the character's ability to make good decisions or judge situations or characters; it is the player's own judgment which must be used in these situations.

Wisdom modifiers affect the character's saving throws against spells cast by Clerics, and for Clerics it affects the power of spells cast as well as the time (and thus expense) required to research spells and create holy items, as well as influencing the saving throws of subjects of the Cleric's spells.

Is the Character Suitable?

If the total of all ability score modifiers is less than zero, then discard the character and begin the process again.

Choose a Character Class

Every Player Character must choose a class. Most people encountered in the game world will have no character class at all, and are known as zero level characters. A character's class can not be changed once play begins.

Four of the player character classes are human: Cleric, Fighter, Magic-User, and Specialist. Non-humans are classes unto themselves, and those available to players are known as Demi-Humans: Dwarf, Elf, and Halfling.

Cleric

Some religions teach the people how to receive the grace of their loving deity. Some religions teach the people how to survive the wrath of a cruel and vicious deity. Some religions simply strive to teach the truth about creation. All religions serving true powers have one thing in common: orders of those selected few who are not mere priests, but spiritual warriors endowed by their deity with mystic powers. These few are known as Clerics.

Clerics may cast spells from the Cleric spell list. Full details of a Cleric's magical abilities are detailed in the Magic book.

Level	Experience Points	Hit Points	Saving Throws				Spells per Level									
			Paralyze	Poison	Breath Weapon	Magical Device	Magic	1	2	3	4	5	6	7		
1	0	1d6	14	11	16	12	15	1								
2	1,500	+1d6	14	11	16	12	15	2								
3	3,000	+1d6	14	11	16	12	15	3								
4	6,000	+1d6	14	11	16	12	15	3	1							
5	12,000	+1d6	12	9	14	10	12	3	2							
6	24,000	+1d6	12	9	14	10	12	3	3							
7	48,000	+1d6	12	9	14	10	12	4	3	1						
8	96,000	+1d6	12	9	14	10	12	4	3	2						
9	192,000	+1d6	10	7	12	8	9	4	3	3						
10	288,000	+2*	10	7	12	8	9	5	4	3	1					
11	384,000	+2*	10	7	12	8	9	5	4	3	2					
12	480,000	+2*	10	7	12	8	9	5	4	3	3					
13	576,000	+2*	8	3	8	4	6	6	5	4	3	1				

14	672,000	+2*	8	3	8	4	6	6	5	4	3	2		
15	768,000	+2*	8	3	8	4	6	6	5	4	3	3		
16	864,000	+2*	8	3	8	4	6	7	6	5	4	3	1	
17	960,000	+2*	6	2	6	4	5	7	6	5	4	3	2	
18	1,056,000	+2*	6	2	6	4	5	7	6	5	4	3	3	
19	1,152,000	+2*	6	2	6	4	5	8	7	6	5	4	3	1
20+	+96,000/lvl	+2*/lvl	6	2	6	4	5	8	7	6	5	4	3	2

* Constitution modifiers no longer apply

Fighter

Slaughter defines man's history. Every new era is defined by the cruelty man inflicts upon man, or the victory fighting against it. To those in power, soldiers are but tools to shape the populace to their whims. The price that is paid to enact their desires is irrelevant to those giving the orders.

In battle, there is no law. Man maims man. Horribly wounded men scream for mercy as their life's blood pours out from cruelly hacked wounds. Their cries are ignored and their lives extinguished by those too cruel or frightened to listen. Poets and politicians speak of the honor of battle for a just cause, but in battle there is no justice. There is just death from metal implements that crush, slash, and stab.

To be willing to slaughter at another's command in the name of peace and nobility, to be hardened to the deaths of loved companions, to be immersed in this worthlessness of life, that is the life of a soldier.

Fighters are these soldiers that have seen the cruelty of battle, have committed atrocities that in any just universe will damn them to Hell, and have survived.

Fighters begin with the best combat capabilities in the game, and are the only character class to further improve in combat skill as levels are gained.

Level	Experience Points	Hit Points	Saving Throws				
			Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	-	1d6	15	13	16	14	17
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13	768,000	+3**	6	4	5	5	8
14	896,000	+3**	6	4	5	5	8
15	1,024,000	+3**	6	4	5	5	8
16+	+128,000/lvl	+3**/lvl	5	4	4	4	7

* NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Magic-User

Most of the world lies sheltered from the existence of magic, encountering it only as it victimizes them. They huddle in their churches for comfort, and trade their freedom and dignity to a ruler as they beg for protection, all for the fear of the supernatural which they do not, and can not, understand.

Magic-Users choose a different path. Instead of cowering away from the darkness, they revel in it. They see the forces of magic as a new frontier to explore, a new tool attainment of power and knowledge. If it blackens the soul to equal that of any devil, it is but a small price to pay.

Magic-Users may cast spells from the Magic-User spell list. Full details of a Magic-User's magical abilities are detailed in the Magic book.

Level	Experience Points	Hit Points	Saving Throws				Spells per Level											
			Paralyze	Poison	Breath Weapon	Magical Device	Magic	1	2	3	4	5	6	7	8	9		
1	0	1d6	13	13	16	13	14	1										
2	2,500	+1d4	13	13	16	13	14	2										
3	5,000	+1d4	13	13	16	13	14	2	1									
4	10,000	+1d4	13	13	16	13	14	2	2									
5	20,000	+1d4	13	13	16	13	14	3	2	1								
6	40,000	+1d4	11	11	14	11	12	3	2	2								
7	80,000	+1d4	11	11	14	11	12	3	3	2	1							
8	160,000	+1d4	11	11	14	11	12	4	3	2	2							
9	320,000	+1d4	11	11	14	11	12	4	3	3	2	1						
10	480,000	+1*	11	11	14	11	12	4	4	3	2	2						
11	640,000	+1*	9	9	12	9	8	5	4	3	3	2	1					
12	800,000	+1*	9	9	12	9	8	5	4	4	3	2	2					
13	960,000	+1*	9	9	12	9	8	5	5	4	3	3	2	1				
14	1,120,000	+1*	9	9	12	9	8	6	5	4	4	3	2	2				
15	1,280,000	+1*	9	9	12	9	8	6	5	5	4	3	3	2	1			
16	1,140,000	+1*	6	7	8	5	6	6	6	5	4	4	3	2	2			
17	1,600,000	+1*	6	7	8	5	6	7	6	5	5	4	3	3	2	1		
18	1,176,000	+1*	6	7	8	5	6	7	6	6	5	4	4	3	2	2		
19	1920,000	+1*	5	6	7	4	4	7	7	6	5	5	4	3	3	2		
20	+160,000/vlvl	+1*/lvl	5	6	7	4	4	8	7	6	6	5	4	4	3	2		

* Constitution modifiers no longer apply

Specialist

Fighters are adventurers because they are so inured to casual death that they can not settle down to a normal life. Magic-Users are those that have pursued the dark arts and as such are no longer welcome in society. Clerics are charged by their god to go forth and perform their special duties.

Specialists? They do it because they *want* to. Whether inspired by greed, boredom, or idle curiosity, Specialists are professional explorers risking life and limb simply because a less active life is simply distasteful to them. In some ways this makes them the only sane and normal adventuring characters, but in other ways it makes them the most unusual.

The Specialist is unique because the character class has no special abilities of its own. Instead, a Specialist is better at certain activities that all characters are able to do at a basic level. The Specialist begins at the same default level in these activities as other characters, but receives "points" which can be used to be better in the chosen skills. The available skills (and their default starting values for all characters) are:

- Climbing (1 in 6)

- Searching (1 in 6)
- Find Traps (1 in 6)
- Foraging and Hunting (various)
- Languages (1 in 6)
- Sleight of Hand (1 in 6)
- Sneak Attack
- Stealth (1 in 6)
- Tinkering (1 in 6)

Most of the rules covering these skills are in the Adventuring: Rules of the Game section of this book.

For skills that are “x in 6,” allocating a point increases the chance by one. For example, Read Languages begins at 1 in 6. A Specialist allocating a point there increases his chance to 1 in 6.

For other characters, Sneak Attacks are merely attacks made by surprise. A Specialist can multiply the damage done by a Sneak Attack by allocating points in this skill. Assume that the damage multiplier is x1 for all characters, and every point allocated increases the multiplier by one. If a Specialist has any points in Sneak Attack, then he also gets a +2 bonus to hit above any other bonuses when performing a Sneak Attack.

When use of an ability is attempted, the player must roll d6 and if the result is equal to or less than the ability, the action is successful. In some cases the Referee will make the roll if the character would not immediately know if they were successful. For example, the character will easily be able to tell if they’ve successfully picked a lock or not, so the player can make that roll. On the other hand, the character would not know, after searching for traps, if they failed to find a trap or if there simply isn’t one present. The Referee will make that roll.

If a Specialist has a 6 in 6 skill, the roll to succeed is made with two dice, and only if both dice come up 6 does the attempt fail.

The Specialist must be unencumbered to use any of the class abilities that involve movement, and must have Specialist Tools (see Equipment section) to use Find Traps or Tinkering.

Level	Experience Points	Hit Points	Saving Throws					Skill Points
			Paralyze	Poison	Breath Weapon	Magical Device	Magic	
1	0	1d6	14	16	15	14	14	4
2	1,200	+1d6	14	16	15	14	14	+2
3	2,400	+1d6	14	16	15	14	14	+2
4	4,800	+1d6	14	16	15	14	14	+2
5	9,600	+1d6	11	12	14	13	12	+2
6	19,200	+1d6	11	12	14	13	12	+2
7	38,400	+1d6	11	12	14	13	12	+2
8	76,800	+1d6	11	12	14	13	12	+2
9	153,600	+1d6	9	10	12	11	10	+2
10	230,400	+2*	9	10	12	11	10	+2
11	307,200	+2*	9	10	12	11	10	+2
12	384,000	+2*	9	10	12	11	10	+2
13	460,800	+2*	7	8	10	9	8	+2
14	537,600	+2*	7	8	10	9	8	+2
15	614,400	+2*	7	8	10	9	8	+2
16	691,200	+2*	7	8	10	9	8	+2

17+	+76,800/lvl	+2*/lvl	5	6	8	7	6	+2
-----	-------------	---------	---	---	---	---	---	----

* Constitution modifiers no longer apply

Dwarf

The Dwarfs are a dying race. Once the most powerful people on the planet, their decline has left them a spiritually shattered people. Once they took great pride in their grand architecture, their technological supremacy, and loved each other just as hard as they worked.

But they did not change with the world, and as the rest of the world's inhabitants came into their own, the Dwarfs retreated into their subterranean fortresses. War and impotence stripped the Dwarfs of their pride, and all that was left was to work.

And work is the life of the average Dwarf. There is no love, no joy. Just neverending work meant to numb the brain and appease the spirit through the acquisition of gems and precious metals for no purpose, and to create grand, pointless stone and metalwork. Dwarfs really don't even breed anymore, such is their disregard for the basic pleasures of existence.

But not all are like that. Some strike out into the world, wanting to *live*. These types often have trouble settling down in human society, and become wandering adventurers. These are the Dwarfs described here.

As a race, Dwarfs are short and stocky, about four feet tall and weighs about one hundred thirty-five pounds. They live about three hundred years. They typically have a ruddy complexion and rather gruff personalities; joviality is an unknown quality in Dwarfs, even those roaming the surface. All Dwarfs value their beards, and the length of one's beard is a real measure of a Dwarf's virility and worth, and often the beard is exquisitely styled and decorated.

Dwarfs are not a magic-using race, but are fierce and hardy warriors. They do have a natural connection with the Earth itself and an expert knowledge of construction, and thus can detect secret doors more often than others (+1 in 6 chance), determine if a passage is gradually shifting or not, determine if a particular section of construction is older or more recent than other parts of the same complex, and detect stonework traps (2 in 6 chance of this). All Dwarf abilities require time and examination to use; they are not passive abilities.

Dwarfs are able to bear incredible burdens; it takes five additional items for Dwarfs to gain the first encumbrance point. Dwarfs also continue to apply Constitution modifiers, if any, to hit points gained after level nine.

Level	Experience Points	Hit Points	Saving Throws				
			Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	-	1d8	11	9	14	10	13
1	0	1d10	10	8	13	9	12
2	2,200	+1d10	10	8	13	9	12
3	4,400	+1d10	10	8	13	9	12
4	8,800	+1d10	8	6	10	7	10
5	17,600	+1d10	8	6	10	7	10
6	35,200	+1d10	8	6	10	7	10
7	70,400	+1d10	6	4	7	5	8
8	140,800	+1d10	6	4	7	5	8
9	281,600	+1d10	6	4	7	5	8
10	422,400	+3	4	2	4	3	6
11	563,200	+3	4	2	4	3	6
12	704,000	+3	4	2	4	3	6

13+	+140,800/lvl	+3/lvl	2	2	2	2	4
-----	--------------	--------	---	---	---	---	---

* NPCs only, all Player Characters begin at Level 1

Elf

Once the epitome of enlightenment and responsibility, elfin civilization has fallen before the expansive nature of Man. Where once the Elf nations ruled the forests, the plains, and the mountains, their now-small numbers retreat in secret enclaves, possessing great power but utterly impotent in matters of projecting it. Unlike the Dwarfs, the Elves recognize that this is simply the way of things, and accept their decline with grace. Their attitude towards man is not so unified, however. Some see Man as the natural heirs to creation and seek to guide him and help him rule in wisdom. Some see Man as a great blight, and work to destroy him before he destroys all natural order.

And some, considered young and foolish by their people, walk among Man.

Elves are creatures of magic related to the faerie. As such, they typically enjoy living in the deep wilderness and adapting their homes to be in harmony with their surroundings. They are on average about five feet tall, and usually slender. Their most striking features are their pointed ears (how large these ears are will differ from region to region) and disproportionately large eyes which are often a color not found in the other races.

Player Character Elves are those gifted individuals that are trained as both Fighters and Magic-Users. Elves use the same spell lists and spell progressions as Magic-Users. Full details of an Elf's magical abilities are detailed in the Magic book.

Elves' enhanced senses allow them to detect secret doors more often than others (+1 in 6 chance), and they are less often surprised than other races (-1 in 6 chance).

Level	Experience Points	Hit Points	Saving Throws				Magic	Spells per Level											
			Paralyze	Poison	Breath Weapon	Magical Device		1	2	3	4	5	6	7	8	9			
0*	-	1d6	14	13	16	14	16												
1	0	1d6	13	12	15	13	15	1											
2	4,000	+1d6	13	12	15	13	15	2											
3	8,000	+1d6	13	12	15	13	15	2	1										
4	16,000	+1d6	11	10	13	11	13	2	2										
5	32,000	+1d6	11	10	13	11	13	3	2	1									
6	64,000	+1d6	11	10	13	11	13	3	2	2									
7	128,000	+1d6	9	8	9	9	11	3	3	2	1								
8	256,000	+1d6	9	8	9	9	11	4	3	2	2								
9	512,000	+1d6	9	8	9	9	11	4	3	3	2	1							
10	768,000	+2**	7	6	7	7	9	4	4	3	2	2							
11	1,024,000	+2**	7	6	7	7	9	5	4	3	3	2	1						
12	1,280,000	+2**	7	6	7	7	9	5	4	4	3	2	2						
13	1,536,000	+2**	5	4	5	5	7	5	5	4	3	3	2	1					
14	1,792,000	+2**	5	4	5	5	7	6	5	4	4	3	2	2					
15	2,048,000	+2**	5	4	5	5	7	6	5	5	4	3	3	2	1				
16	2,304,000	+2**	5	4	5	5	7	6	6	5	4	4	3	2	2				
17	2,560,000	+2**						7	6	5	5	4	3	3	2	1			
18	2,816,000	+2**						7	6	6	5	4	4	3	2	2			
19	3,072,000	+2**						7	7	6	5	5	4	3	3	2			
20	+256,000/lvl	+2**/lvl						8	7	6	6	5	4	4	3	2			

* NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Halfling

Halflings are curious creatures who are popularly known as creatures of leisure, but there is far more to them than that. Usually standing about three feet tall, all other physical features of Halflings will differ by region but one: They have rather large, hairy feet and will prefer to go barefoot, and their feet are sufficiently protected and insulated that they suffer not frostbite in the winter, nor disease or parasitical infestation in warmer climes for doing so. Halflings as a race do tend to take their pleasures very seriously, and the fat and happy Halfling stereotype has taken hold because rural farmers, while dedicated and fastidious in their work, have all the food they could ever want and not a lot of reason to engage in moderation. Those used to that stereotype are very surprised the first time they meet a chiseled, battle-scarred warrior Halfling. Halflings live on average about one hundred years.

One stereotype of Halflings that rings true is that while they tend to be gracious to guests and not shy about invitations, they do prefer to be home. Halfling player characters are those that have left their homelands to seek adventure and fortune of some sort, and are generally seen as troublemakers and perhaps a touch crazy by their kin who are not so inclined.

Halflings are very quick and agile folk, and so add one to their Dexterity modifier, and receive a one point bonus to Armor Class when not surprised. In the wilderness, Halflings have the uncanny ability to stay hidden; they have a 5 in 6 chance to remain undetected if they are still. Indoors, this is reduced to a 4 in 6 likelihood. Halfling hiding abilities only function when the Halfling is unencumbered.

Due to their size, Halflings may not use large weapons, and must use medium weapons two-handed.

Level	Experience Points	Hit Points	Saving Throws				
			Paralyze	Poison	Breath Weapon	Magical Device	Magic
0*	-	1d6	11	9	14	10	13
1	0	1d6	10	8	13	9	12
2	2,000	+1d6	8	6	10	7	10
3	4,000	+1d6	8	6	10	7	10
4	8,000	+1d6	6	4	7	5	8
5	16,000	+1d6	6	4	7	5	8
6	32,000	+1d6	4	2	4	3	6
7	64,000	+1d6	4	2	4	3	6
8	128,000	+1d6	2	2	2	2	4
9	256,000	+1d6	2	2	2	2	4
10+	+128,000/lvl	+2**/lvl	2	2	2	2	4

* NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Determine Hit Points

Randomly determine the character's starting hit points according to their level chart, and add the character's Constitution modifier. A character's beginning hit points must be better than average. For example, if a Cleric with a 14 Constitution rolls a two for starting hit points, adds one for the Constitution modifier, the total result would be three hit points. Since this is below average (the average of a d6 roll is 3.5), the character's hit points are then increased to four. Fighters, if their combined roll and Constitution modifier is less than eight, begin with eight hit points.

These adjustments are not made when rolling for hit points gained after first level. For determining hit points at level two and higher it is simply the shown die roll plus the Constitution modifier.

The character's starting hit points are the maximum hit points the character can ever have without gaining a level. While the character will lose hit points in various ways during the course of adventuring, there are different methods of healing damage done. No amount of healing can cause the character gain more than their normal maximum number of hit points.

Record Attack Bonus and Saving Throws

In combat, the attacking character makes a d20 roll, and if the roll (after all modifiers are applied) is equal to or greater than the target's Armor Class, the attack is a success. A natural 20 is always a hit (unless the enemy is only vulnerable to special weapon types which the attacker does not possess, but this is a rare situation), and a natural 1 is always a miss.

Many characters, including all Player Characters, get an Attack Bonus which they add to their to-hit roll.

Character Class and Level		Attack Bonus
Fighter	All Others	
0	0	0
-	1+	+1
1		+2
2		+3
3		+4
4		+5
5		+6
6		+7
7		+8
8		+9
9+		+10

Saving Throw charts for Player Characters of all classes and levels are found within the individual class descriptions. The Referee will inform the player when a Saving Throw needs to be made, and what category of save it is. The number on the chart is the number that needs to be rolled (after all modifiers are applied), or higher, to successfully save. A natural 20 is always a successful save, and a natural 1 is always a failed save.

These saving throws cover all possible save situations. When there is a doubt as to which save category to use, start at the left column on the Saving Throw chart and move to the right, using the first category which matches the particular effect.

Paralyze will cover any effect in which the victim is unable to move, such as petrification, being the subject of a Hold Person or Web spell, etc.

Poison will be used for any situation where hit points are irrelevant and the result is unconsciousness or death.

Breath Weapon is used for area effects.

Magical Device includes situations with all magic items that have spell-like effects, be they wands, staves, rings, etc.

Magic include any magical effect from a cast spell or innate ability.

Select Alignment

Alignment is a character's orientation on a cosmic scale. It has nothing to do with a character's allegiances, personality, morality, or actions. Alignments will mostly be used to determine how a character is affected by certain magical elements in the game. The three alignments are Lawful, Neutral, and Chaotic.

Lawful

The universe has an ultimate, irrefutable truth, and a flawless, unchanging state of being towards which it inevitably marches. As time moves on, movement and variation slow, until everything is in its perfect state forevermore, without alteration or the possibility of possibilities. Those who are Lawful in alignment are part of an inevitable destiny, but without knowledge of what that destiny is and what their role will be in fulfilling it and so are forever looking for signs and omens to show them their proper way.

Chaotic

The howling maelstrom beyond the veil of shadows and existence is the source of all magic. It bends and tears the fabric of universe; it destroys all that seeks to be permanent. It allows great miracles as reality alters at the whim of those that can call the eldritch forces, and it causes great catastrophe as beings we call demons and elementals (and far, far worse) rip into our reality and lay waste to all. Everything that is made will be unmade. Nothing exists, and nothing can ever exist, not in a way that the cosmos can ever recognize. Those who are Chaotic in alignment are touched by magic, and consider the world in terms of ebbing and flowing energy, of eternal tides washing away the sand castles that great kings and mighty gods build for themselves. Many mortals who are so aligned desperately wish they were not.

Neutral

To be Neutral is merely to exist between the forces of Law and Chaos. Most mortal beings begin as Neutral creatures, and remain so throughout their existence unless taking specific steps (often unwittingly) to align themselves otherwise. In fact, most beings (and this includes deities) would be rather displeased with the notion of pure Law and Chaos as they are defined in alignment terms. Even most who would claim allegiance to Law or Chaos are not actually Lawful or Chaotic. In the real world, every human being that has ever existed has been Neutral.

Elves and Magic-Users must be Chaotic. All others are free to choose their alignment.

Determine Starting Possessions

All characters begin with money and equipment with which to begin their adventuring career. Players will roll for how much money their character begins with, and then buy equipment with that money. All equipment is assumed to have been acquired before play begins.

The basic unit of money in LotFP: Weird Fantasy Role-Playing is the Gold Piece. A number of other coins are also used with the following conversion rates:

1 Gold Piece = 10 Silver Piece = 100 Copper Pieces

Note: Some games use the Platinum Piece, which equals 5gp, and the Electrum Piece, which equals 5sp.

All characters are assumed to begin play with a decent set of traveling clothes appropriate for the weather conditions in the starting area of play at no cost. Magic-Users begin play with a spellbook at no cost.

Starting Money

Every character begins with $3d6 \times 10gp$. If a character starts above first level, then they begin with 180gp plus $3d6 \times 10gp$ for every level greater than one. For example, a fourth level character would begin with $180 + (9d6 \times 10) gp$.

Buy Equipment

The Referee should inform players if there any restrictions, changes, or additions to the equipment tables before characters are created. Costs are given for both City and Rural areas (for these purposes a City is a settlement with a population of at least 1,000 people and Rural is any place at least one full days' travel from a City). New characters, since their equipment is considered to be gathered during their travels prior to the start of play, may use the less expensive prices when buying equipment.

All costs are considered to be for average situations, and a Referee may freely decide that some (or all) prices are more or less expensive based on location, culture, economic or political upheaval, strong guilds, etc.

Armor

Item	Cost, City	Cost, Rural	Base AC
Leather Armor	25gp	50gp	14
Chain Armor	150gp	-	16
Plate Armor	1000gp	-	18
Shield	10gp	25gp	
Leather Barding	250gp	-	14
Chain Barding	1000gp	-	16
Plate Barding	10000gp	-	18

Characters wearing armor receive the Base AC listed for their armor type. Unarmored characters have a Base AC of 12.

Shields increase AC by 1 point versus mêlée attacks, and by 2 points versus missile attacks.

Barding is armor that only war horses may wear.

Mêlée Weapons

Item	Cost, City	Cost, Rural	Damage
Cestus	2gp	-	d3
<i>Garrote</i>	2gp	-	d4
Lance	30gp	-	d10
Mancatcher	20gp	-	-
Polearm	50gp	-	d8
Rapier	15gp	-	d8
Spear		1gp	d6
Staff	5gp	2gp	d4
Weapon, Great	50gp	-	d10
Weapon, Medium	20gp	50gp	d8
Weapon, Minor		5gp	d4
Weapon, Small		10gp	d6
Whip	10gp	25gp	d3

The generic “weapon” categories are only for rules and reference purposes. Characters purchasing such an item must specify exactly what sort of weapon is being purchased.

Silver weapons cost ten times as much as standard weapons, and have a 1 in 10 chance to break whenever they are used to attack, even if the attack misses.

- **Cestus:** This includes all sorts of fist wrappings and brass knuckle weapon types. Users suffer a -2 penalty to hit opponent with an unadjusted AC of 15 or better.
- **Garrote:** Use of this weapon requires an attack from surprise, or a successful grapple. If a hit is scored, the target is considered grappled and will take d6 damage per round.
- **Lance:** This weapon can be used one-handed if charging on horseback. Otherwise, it is effectively a polearm (pike).
- **Mancatcher:** A successful hit with this weapon requires the victim to make a Saving Throw versus Paralysis. If unsuccessful, the victim is considered helpless – and so is the wielder of the mancatcher while the target is being held for purposes of defending against attacks. This weapon must be wielded with two hands.
- **Polearm:** This two-handed weapon can be used to attack from the second rank, may be used to receive a charge, and receives a +1 bonus to hit opponents with an unadjusted AC of 16 or better.
- **Rapier:** This one handed weapon suffers a -2 penalty to hit opponent with an unadjusted AC of 15 or better.
- **Spear:** This weapon can be used to attack from the second rank, and may be used to receive a charge.
- **Staff:** This must be wielded with two hands.
- **Weapon, Great:** These weapons must be wielded with two hands. Two-handed swords, mauls, and great axes are included in this category.
- **Weapon, Medium:** These weapons include standard swords, battle axes, and maces. Halflings must wield them two-handed.
- **Weapon, Minor:** These are small one-handed weapons including daggers and clubs, and suffer a -2 penalty to hit opponent with an unadjusted AC of 15 or better.
- **Weapon, Small:** These are one-handed weapons, including short swords and hand axes.
- **Whip:** This weapon is ineffective against targets with unadjusted AC 14 or better, but allows mêlée attacks on opponents up to 10' away.

An “unadjusted” Armor Class is that of solely the armor and shield. Dexterity modifiers, magical modifiers, or any other adjustment is not counted when determining unadjusted AC.

Some weapons can attack “from the second rank.” This is used when there is a definite battle line in combat. Usually only those on the front line of battle may strike, but those weapons able to be used from the second rank allow those behind the line to strike as well.

Missile Weapons

Item	Cost, City	Cost, Rural	Damage	Short	Medium	Long
Blowgun	1gp	-	-	< 20'	< 50'	< 80'
<i>Bow, Long</i>	75gp	-	d6	< 50'	< 600'	< 900'
Bow, Short	25gp		d6	< 50'	< 300'	< 450'
<i>Crossbow, Heavy</i>	100gp	-	d8	< 50'	< 200'	< 600'
Crossbow, Light	75gp	-	d6	< 50'	< 150'	< 400'
<i>Rock</i>	-	-	d2	< 10'	< 20'	< 30'
<i>Sling</i>	1gp	5sp	d4	< 50'	< 300'	< 450'
Dart	1gp	-	d4	< 10'	< 20'	< 30'
Spear	1gp		d6	< 10'	< 20'	< 60'
Other Thrown Weapons	(same as mêlée equivalent)			< 10'	< 20'	< 30'

Arrows and crossbow bolts cost 2sp each.

Targets at Medium range are -2 to hit, -4 to hit at Long range.

Crossbows give a +1 bonus to hit. Light crossbows can only be fired every other round, heavy crossbows every third round.

Each missile weapon may be fired once per round with the exception of the crossbows noted above.

Slings fired with stones instead of bullets have half the listed range.

Miscellaneous Equipment

Item	Cost, City	Cost, Rural
<i>Air Bladder</i>	5sp	2sp
Bedroll	1gp	5sp
Block and Tackle	5sp	1sp
Book, Blank	5sp	2gp
Book, Reading	2gp	7gp
Book, Spell (Blank)	100gp	-
Caltrop	1sp	-
<i>Candle</i>	1cp	
Chain	3sp/foot	6sp/foot
<i>Chalk</i>	1cp	1cp
Clothing, Extravagant	100gp+	-
Clothing, Normal	5gp	1gp
Clothing, Poor	1gp	1sp
Clothing, Winter Travel	20gp	5gp
Cookpots	1sp	5cp
Crampons	5gp	1gp
Crowbar	2gp	
Drill	5gp	
Flask of Lamp Oil	3sp	5sp
<i>Garlic</i>	5cp	1cp
<i>Gem</i>	5gp+	
Grappling Hook	10gp	20gp
<i>Holy Symbol, Silver</i>	25gp	50gp
<i>Holy Symbol, Steel</i>	10gp	
<i>Holy Symbol, Wood</i>	1gp	1sp
Holy Water	50gp	
Hourglass	100gp	-
<i>Ink</i>	1sp	5sp
Instrument	1gp+	5gp+
<i>Jewelry</i>	10gp+	
Ladder, 10'	1gp	
Lantern	1gp	3gp
Lard	1cp	1cp
Lock	1gp	5gp
Mallet	1sp	
Manacles	1gp	10gp
<i>Map, Kingdom</i>	10gp	25gp
<i>Map, Local</i>	1gp	5gp
<i>Mirror, Glass</i>	5gp	10gp
<i>Mirror, Silver</i>	25gp	-
<i>Mirror, Steel</i>	1gp	5gp
<i>Nails</i>	1cp	2cp
<i>Paper</i>	2cp	1sp
Pick, Miner's	2gp	
<i>Pipe</i>	1sp	1cp
<i>Pole, 10'</i>	1sp	5cp
<i>Riding Gear</i>	25gp	10gp

Rope, 50'	1gp	
Scroll Case	1sp	5sp
Shovel	2gp	
<i>Soap</i>	1cp	
<i>Specialist's Tools</i>	15gp	-
<i>Spike, Iron</i>	5cp	1sp
<i>Spike, Wooden</i>	1cp	
Spyglass	500gp	-
Tent, Grand	25gp	-
Tent, Pavilion	50gp	-
Tent, Personal	5gp	10gp
Tent, Regular	10gp	20gp
Tinderbox	1sp	5sp
<i>Tobacco</i>	1sp	5cp
Torch	1cp	
<i>Vial or Bottle, Empty</i>	1sp	5sp
Waterskin	1sp	
<i>Whistle</i>	1gp	
<i>Wolfsbane</i>	1sp	1cp

Italicized items are considered Small items for encumbrance purposes. Italicized and bolded items are Oversized.

Containers

Item	Cost, City	Cost, Rural
Backpack	3gp	1gp
Barrel	1gp	5sp
Chest	5gp	1gp
<i>Pouch</i>	5sp	1sp
Quiver*	5gp	1gp
Sack	5sp	2sp
Saddlebag	1gp	5sp

Quivers plus the arrows or bolts it carries (20 maximum) count as one item together for encumbrance purposes.

Vehicles

Item	Cost, City	Cost, Rural
Cart	100gp	50gp
Coach	1000gp	-
Wagon	250gp	125gp
Chariot	500gp	-
Boat, Raft	5gp	5gp
Boat, Canoe	30gp	25gp
Boat, Lifeboat	300gp	-
Boat, Trireme	10000gp	-
Boat, Quadrireme	50000gp	-
Boat, Longship	30000gp	-
Boat, River Galley	4000gp	2x
Boat, Riverboat	1000gp	2x
Boat, Sailboat	6000gp	2x
Boat, Cog	15000gp	-
Boat, Caravel	39000gp	-

Boat, Carrack	48000gp	-
Boat, Galleon	60000gp	-
Boat, Cutter	45000gp	-
Boat, Brig	90000gp	-
Boat, Corvette	135000gp	-
Boat, Frigate	180000gp	-

Good quality boats cost 5% more. Excellent quality boats cost 15% more. Advanced boats cost 33% more. Poor boats cost 10% less, and Awful boats cost 25% less.

Details on boat types can be found under the Maritime adventuring rules.

Animals

Item	Cost, City	Cost, Rural
Carrier Pigeon	3gp	3gp
Dog	1gp	2sp
Horse, Riding	750gp	300gp
Horse, War	7500gp	-
Livestock	50gp	25gp
Mule	150gp	75gp
Pony	250gp	125gp

Food

Item	Cost, City	Cost, Rural
Bottle of Wine/Liquor, Poor	1sp	5cp
Bottle of Wine/Liquor, Decent	5sp+	2sp+
Bottle of Wine/Liquor, Rich	10gp+	-
Drink, Cheap	3cp	1cp
Drink, Decent	5cp	2cp
Drink, Good	1sp	5cp
Drink, Rich	1gp+	1sp+
Meal, Fancy	1gp	1sp
Meal, Horrid	2cp	1cp
Meal, Rich	10gp+	1gp+
Meal, Standard	5cp	3cp
Rations, Iron/Day	5sp	1sp
Rations, Standard/Day	1sp	5cp
Feed, Animal/Day	5sp	1sp

Services

Item	Cost, City	Cost, Rural
Post, Local	1sp	-
Post, Municipal	5sp	-
Post, Kingdom	3gp	3gp
Post, Outrealm	10gp	10gp
Coach, Local	1sp	1cp
Coach, Travel	1gp/½ day	
Freight	5sp/lb/day	
Ship Passage	2gp/day (includes meals)	-
Coach, Charter	20gp/day	-
Ship, Charter	100gp/day + Crew Costs	-

Lodging, per day unless noted

Item	Cost, City	Cost, Rural
Lodging, Barn	-	1cp
Inn, Poor	1sp	5cp
Inn, Average	1gp	1sp
Inn, Secure	10gp	5sp
Inn, Fancy	25gp+	2gp+
Inn, Extravagant	100gp+	25gp+
Rent, 1 month	1gp/10 ft sq	1sp/10 ft sq
Stabling	1sp	5cp

The cost to buy instead of rent is one hundred times the listed price.

Choose a Name

A character's name is, after character class, perhaps the most important identifying feature of a character. The Referee should inform players as to the general theme of the campaign, and it is important to choose a name that will complement that theme. "Ragnar Thorsson the Giant Slayer" would not be appropriate if a Referee has declared that the upcoming game has an ancient Egyptian theme, for instance. This character may be around for quite some time, so care should be taken when choosing a name.

Adventuring: Rules of the Game

Climbing

All characters have a base 1 in 6 chance to climb walls and other sheer surfaces without obvious handholds. Characters must be unencumbered to make this attempt. Failure means that the character falls from a random point in the climb. Characters with two free hands can climb ropes and ladders with no die roll needed.

Doors

Locked doors are impassable without a key, picking the lock (a Specialist's Tinkering skill) or breaking the door down. Breaking the door down requires the appropriate equipment (some sort of axe for a wooden door, a pick for stone, etc) and takes 1 turn for wooden doors, 2 or more turns for doors made of other materials.

Many doors in dungeons and ruins are merely stuck. To open a standard stuck door (wood with iron banding), a character must roll a 1 on a d6 (Strength modifiers apply to roll's chances, so having a Strength modifier of +1 means there is a 2 in 6 chance). Use of a crowbar adds 1 to the chance, and each additional person helping adds another (although only two people can attempt to open a standard-sized door). Each attempt takes 1 turn.

Doors made of stronger or heavier materials may need a greater number to open (a giant stone door may need a 10 or higher on a d6!), or be impossible to open.

Excavations

A single man can excavate 5 cubic feet of earth per hour if he has proper equipment (Strength modifiers apply to this number). He can dig at half that rate if he has improvised tools, and a quarter of that rate with no tools at all.

Experience Points

Experience Points (XP) are a measure of improvement and progress for Player Characters. They are the way the game "keeps score." However, like many other concepts in this game, XP is an abstract concept and not a literal measure of the experiences a character has had or what a character has learned. Not all character actions and successes will result in XP awards, nor will all adventures involve XP.

At the end of every session of play, Experience Points will be awarded to characters who participated in the game. All XP awards are to be divided equally amongst the participants of the adventure. Experience points are gained in two ways: Defeating Monsters and Recovering Treasure.

Defeating Enemies

Defeating monsters is a minor way of gaining experience. This is not a game about combat or slaying foes; these activities are simply frequent necessities in the harsh reality of the game. Characters who prefer to fight when it is unnecessary to do so are lunatics, possibly psychotic, and not likely to survive long in a game run by a competent Referee.

To count for XP purposes, an "enemy" must be a threat and predisposed to hostility with the PCs. Randomly slaying a villager, slaughtering livestock, hunting, etc, does not count for XP.

For purposes of XP, "defeating" is defined as winning a battle against a foe where force of arms is used or at least threatened. An enemy must be brought to 0 HP, or lose a Morale check, or surrender in order to count as "defeated." Sneaking past, tricking, or negotiating with an enemy may prevent combat and lead to other rewards but it does not translate to XP. Using magic to neutralize or pacify an enemy *does* count, so spells such as Sleep or Charm do count towards "defeating" an opponent.

Sometimes enemies surrender and are ransomed or let free, or flee an earlier battle, and return to fight again. An enemy can only count for XP once in any given game session.

Characters may only gain a maximum of one level per session. Any experience over halfway to the next level earned from a single session is lost.

The awards for defeating a creature:

Monster Hit Dice	XP
<1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1000
10	1250
11+	1500

Monsters with special abilities count as one hit die more, and classed characters count as one hit die more than their level.

Recovering Treasure

This is the primary method for gaining XP in the game. However, not all monetary gains are counted as “treasure.” The following may gain the characters wealth, but they do not count for XP purposes:

- Coins looted from bodies
- Rewards
- Selling magical items that have been used by a PC or retainer
- Tax income
- Theft of wealth from mundane merchants, rulers, and citizens
- Trade, commerce, and other business activity (including selling of mundane items stripped from foes)

The following treasures do count for XP purposes:

- All valuable objects recovered from uncivilized or abandoned areas
- Money hoarded by creatures who have no actual use of it

Treasure is calculated for XP only after it has been returned to a secure location.

Gaining a Level

When a character earns enough experience to qualify for the next level, the change will happen the next time the character has returned to a secure location. At that point the character’s level changes, and all benefits of that next level are immediately granted. Three caveats to this:

- A damaged character that gains a level has his new additional hit points added to both the current and maximum total. The character will still be damaged for the same amount of points as before.

For example, a 1st level Fighter has a maximum of 8hp, but after a battle only has 3hp left (5 points lost). The XP gained from the battle and resulting treasure was enough to push him to the next level. After returning to town, the player rolls 1d8 for the character's additional hit points for gaining a level. The player rolls a 5, so the Fighter's maximum hit points increased to 13, and the current hit point total becomes 8 (still 5 points lost).

- Spellcasting characters must still prepare all spells as normal. The increased number of spells available to cast does not automatically make the number of spells already prepared instantly increase as well.
- Magic-Users and Elves who gain a free spell for their spellbook must still research that spell as usual and take the usual amount of time. It simply won't cost money.

Foraging and Hunting

Characters may be able to find food and water during their journeys overland. Hunting takes time, and the distance traveled during a day where successful hunting occurs is lessened by d4 x 25%. Unsuccessful hunting takes all day. Success means that d4 days worth of meals have been acquired for the party.

d10 units of ammunition are expended in the attempt. If a character does not have a proper missile weapon, the chance to find food is lowered by 1. If a character has no missile weapon at all, reduce by one more. If it is winter, reduce chances by another point unless in the desert, where that doesn't matter.

All food gained from foraging and hunting is considered "standard rations."

Terrain	Chance of Finding Food
Plains	3 in 6
Mountains	2 in 6
Forest	4 in 6
Desert	1 in 6
Jungle	4 in 6
Swamp	2 in 6

Finding enough water to drink is easy in most environments, but in the desert water can only be found on a 1 in 12 chance per day.

Getting Lost

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Referee will roll d6, and on a 1 the party will go off course.

If the roll indicates that the group is lost, they likely will not realize it immediately. They will continue on in their travels, and may not understand they are off course for days. The Referee will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only slightly off of course. For example, if the group intended to go south, they are actually headed southwest or southeast.

Hazards

Ability Score Loss

Loss of ability scores only affects the character so much as their bonuses will change. A character dropping from Strength 13 to Strength 12 will no longer have any Strength modifier, for example. This is most striking with Constitution, as any change in Constitution bonus is applied immediately to both current and maximum hit points.

Aging

Characters who grow old will lose their faculties and eventually die. The chart below gives the starting age that characters must make a saving throw versus paralysis (Constitution modifiers apply), at what ages there are penalties to the modifier, and how often the saving throw must be made. A failed saving throw means that one random ability score will permanently decrease by one point.

	No Modifier	-2 Modifier	-4 Modifier	Interval
Dwarf	200	250	300	5
Elf	700	800	900	10
Halfling	70	80	100	1
Human	40	50	60	1

If a character is aged by magical means, then all saving throws that would have needed to be made if the aging occurred naturally must be made immediately, with any ability score penalties being applied immediately.

A character who falls to zero in any ability score dies.

Damage

When a character (or creature) suffers damage, the amount of damage is deducted from the character's current hit points. When hit points reach 0, the character becomes unconscious immediately. The character actually dies at -3 hit points.

Disease

Characters exploring in godforsaken ruins, ancient tombs, and trackless wilderness may become exposed to all sorts of plagues and illness. More natural, chronic illnesses will not be a part of the game (as far as PCs are concerned, anyway, the Referee can always introduce an NPC stricken by cancer or some other illness).

Diseases are individual in nature, but all have the following characteristics. Incubation period, infection time, interval, and effect.

When exposed to a disease, the Referee will make a Poison save on behalf of the character. If the save is failed, then the character has contracted the disease. The incubation period describes the length of time before the character is affected, and at that point the character must make another save, and another save at every interval point for the duration of the infection time, or else suffer the effect for each failed save. This save is made with a -2 penalty if the character is not at rest for the duration of the infection.

For example, the Green River Fever might have an incubation period of one week, an interval of four hours, an infection time of three days, and the effect of lowering Intelligence. So beginning one week after a character has been infected, that character must make a saving throw every four hours for three days (a total of 18 saving throws), or lose Intelligence points.

A character who falls to 0 in any ability score dies.

Drugs & Alcohol

Drugs are treated much as poison would be, but the effects of a failed saving throw (no save if intentionally using drugs) are usually much less severe than death. The Referee will determine the effects of specific drugs in his campaign.

Alcohol is far more pernicious, as it is quite common for most everyone to use it to excess. Teetotalers will be *extremely* rare. Drunk characters are -2 to Dexterity and saving throws.

Falling

Characters suffer 1d6 points of damage per 10' they fall, up to a maximum of 20d6 for a 200' fall.

Poison

There are a variety of ways that a character can become poisoned. When exposed to poison, the character must make a saving throw against poison or suffer the effects. Typical effects of poison are instant death, falling into a deep slumber, or perhaps ability score or hit point damage. Only all-or-nothing effects are considered poison. Poisons that cause gradual or incremental effects are considered Drugs for rules purposes.

Starvation

A character must eat at least one full meal a day and drink water every day or suffer ill effects.

For every 24 hours a character goes without food, the character must make a Poison save or one Constitution point is lost. For every 24 hours a character goes without water, their Constitution drops by half unless they make a Poison save. After three such failed saves, the character will be dead. Constitution losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment.

Sleep Deprivation

A character must sleep at least four hours per twenty-four hour period in order to properly function. If this is not the case, the character suffers a -1 penalty to all rolls (10% penalty for d% rolls) until the situation is corrected. If the character continues on further without sleeping, there is a cumulative -1/10% penalty for each additional day that passes without proper rest being taken.

Healing

Damaged characters who have at least half of their hit points remaining recover 1hp after a peaceful night's rest. Taking a watch shift does not prevent this recovery unless something *happens* during the shift.

Damaged characters who have at least half of their hit points remaining can also recover an additional d3hp by resting a full day. There must be no traveling, fighting, running, searching, hunting, or foraging to count as "rest," and the character must have adequate food and water. Basically, the character can do no more than converse and walk around his immediate area.

Characters who have less than half of their hit points remaining are in worse shape. They recover nothing from a night's rest, and recover only 1hp by resting a full day.

A character at zero or fewer hit points will wake up after d6 hours. The character will not be able to carry any equipment or stand up, but can communicate and crawl at a movement rate of 10'.

If the character rests the entire day in a comfortable bed in a clean room, then an additional 1hp is recovered.

Characters who have suffered temporary ability score loss recover at a rate of one point per week of rest. All affected ability scores will enjoy this recovery per week.

Characters can make no recovery if resting in a dungeon or similarly hostile environment.

Healing restores hit points and ability scores only to their normal maximum, never more.

Languages

Most Characters are assumed to begin play being fully fluent in their native tongue, and are literate as well if they have an Intelligence of 7 or greater. Elves and Dwarfs will know the local human tongue in addition to the tongue of their particular clan (Halflings use the local human language).

When a character comes into contact with another language, their chances of knowing the language is 1 in 6, with the character's Intelligence modifier applying.

There is a -1 penalty if the language is not local to the culture (Spanish, French, Swedish, English, and German would be part of the same "cultural group" to use a real-world example), -2 if the language is considered exotic (English vs Japanese, for example, or the tongue of a different race to use a more common game situation), and -3 if it is an ancient, dead language.

A character gets one attempt to know any particular language. If that one attempt fails, the character simply does not know the language.

Magical languages can not be known using this method.

Light and Vision

Underground, or other places with no light, require characters to carry light sources in order to see. Torches and lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Characters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time.

The Referee's judgment will determine how far characters can see in other situations.

Mapping

Mapping a structure or underground complex requires one character in the party to have paper and ink and two free hands. The Referee is only obligated to give verbal descriptions of the area, and if asked by a player how his map compares to the real map, the Referee is only obligated to point out very obvious errors.

If the PCs are moving at "exploration" speed, then the Referee should give exact dimensions of hallways and areas – such measurements are a main reason that progress is so slow.

Extremely irregular areas, such as natural caves, can best be left to rough descriptions, since accurate mapping without a full survey team is simply impossible.

Outdoor mapping is a little more free. If using the hex map system of overland travel, the Referee informs the players what sort of terrain their characters are moving into, and unless they are in terrain which obstructs their vision, the surrounding terrains as well.

Movement and Encumbrance

A character's movement rate is determined by how much gear he is carrying, or how much he is encumbered. In the strictest sense, this should be determined by adding up the weight of all the gear a character is carrying. Realistically, no one keeps track of such things during a game. However, the Referee has the authority to call an audit of a character's inventory at any time, so players should make sure that their character is carrying a reasonable amount of equipment and that all of the equipment fits somewhere on the character or in a pack. Worn items, such as cloaks, jewelry, backpacks, etc, do not themselves count as items for encumbrance purposes. Carried sacks full of stuff count as an oversized item. 100 coins count as one item.

To determine a character's encumbrance level, simply use the following guide and consult the chart:

Character wearing chain armor*	1 Point
Character wearing plate armor*	2 Points

Character is carrying 6 or more different items** overall	1 Point
Character is carrying 11 or more different items** overall	1 Point
Character is carrying 16 or more different items** overall	1 Point
Character is carrying 21 or more different items** overall	1 Point
Character is carrying an oversized item	+1 Point per Item

* Worn clothing and armor only counts towards this question

** Multiple small items of the same type (spikes, arrows, etc) count as one item for this purpose. Worn clothing/armor/jewelry do not count for encumbrance purposes. All weapons count as separate items. Very small single items do not count for encumbrance purposes. Oversized items are counted separately.

Oversized items include two handed weapons, any item that requires two hands to carry or is as tall as the carrying character.

Encumbrance Points	Encumbrance	Movement Rate per turn Exploration	Per round Combat	Running per round	Per day
0 – 1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60'	12 miles
4	Severely Encumbered	30'	10'	30'	6 miles
5+	Overencumbered	0'	0'	0'	0

For mounts, use the following:

For Every Person Riding the Animal	1 Point
If the Person is Heavily Encumbered or greater	1 Point
Animal is wearing barding	1 Point
Animal is pulling a vehicle	1 Point per Axle
Per 15 Items the Animal is Carrying	1 Point
A Teamster has packed the animal's load	-1 Point

Number of "Yes" Answers	Encumbrance	Movement Rate	Per round	Running per round	Per day
0 – 1	Unencumbered	240'	80'	240'	48 miles
2	Lightly Encumbered	180'	60'	180'	36 miles
3	Heavily Encumbered	120'	40'	120'	24 miles
4	Severely Encumbered	60'	20'	60'	12 miles
5+	Overencumbered	0'	0'	0'	0

Mules subtract one point from their encumbrance load but move at half the listed speeds. Ponies move at the listed speeds but automatically start with 1 point of Encumbrance.

All per-day travel distances include periodic rests. Characters apply their Constitution modifier to their per-day travel distance on foot.

The movement rates shown on the table above are figured based on an 8 hour day of travel on open road. The terrain type will alter the rate somewhat, as shown on this table:

Terrain	Adjustment
Jungle, Mountains, Swamp	x 1/3
Desert, Forest, Hills	x 1/2
Clear, Plains, Trail	x 2/3
Road	x 1

Bad weather also affects travel:

Conditions	Adjustment
High Winds or Precipitation	x 1/2
Storm Conditions	x 1/3

Characters may choose to perform a forced march, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters, and inflicts this damage on animals from the first day. An animal that suffers 5 or 6 points of damage in this manner dies at the end of a day's journey.

Searching

Many items and features of interest are hidden from open view, with secret doors or compartments being the classic example. To find these things, characters must search for them. Under normal conditions, searching takes one turn per character per 10' of area searched. Hidden items or features have a base 1 in 6 chance of being found per turn of searching. The Referee may create hidden elements that are more difficult (or easier) to detect at his option, and some class abilities will affect this.

Note that finding a secret door does not grant understanding of how it works. The Referee may require additional rolls or other actions to be taken before the door can be opened.

Sleight of Hand

Picking the pockets of an unaware person, hiding a small object from a search, readying a weapon without any observers noticing, swapping out an object on a weight-sensitive plate with a similarly-weighted bag of sand, these and more are examples of Sleight of Hand. A character has a base 1 in 6 chance to successfully perform such an activity.

Stealth

Stealth allows a character to sneak around and hide. In order to use the Stealth ability, those that the character wishes to hide from must not already be aware of the character's presence, and there must be somewhere to hide. Stealth is not invisibility! If the character hears enemies coming down a bare hallway, the character would not be able to simply hide with no cover, for example. In a room with furniture, the character would be able to use Stealth to hide, but if someone were to conduct a search of the room, the character would be found.

If a character attacks after successfully using Stealth, that attack is always considered to be from surprise, even if the enemy is already engaged in battle.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Referee's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning.

Time

Within the game, time passes as is convenient for play. If the characters are simply waiting for whatever reason, then the Referee can say, "Two days pass," or whatever is needed. If nothing of importance happens,

then players merely mark off their characters' food supplies or upkeep costs as appropriate, and handle any other business that occurs during that time.

There are periods when keeping a strict record of time is important. Most measures of time are self-explanatory in the rules, as they match our real measurements of time. However, there are three units of time that have special meaning in the game.

The "turn" is ten minutes long. This is often used as a marker for spell durations and underground exploring.

The "round" is six seconds long. This is primarily used for time management during combat and for the duration of combat-oriented spells.

The "segment" is one second long. During each round of combat, characters will act in different orders. The exact moment their actions occur is called the "segment."

Tinkering

Manipulating small mechanical objects is an activity called Tinkering. Tinkering is often used to open locks or remove small mechanical traps. Note that only mechanical locks where the character has access to the keyhole (or other opening mechanism) are able to be manipulated in this manner. Only traps which have been found, and which have a mechanism accessible to the character, may be disarmed. For example, a tripwire is a trap which a character may attempt to disarm, as is a lock with a poison needle. A pressure plate which, when pressed, collapses the ceiling, would be an example of a trap the character could not disarm, because the mechanism itself is behind the walls/floor/ceiling.

Other uses of Tinkering (setting traps, for example, or jury-rigging impromptu devices) should be adjudicated by the Referee on a case-by-case basis.

A character gets one attempt to use Tinkering on any particular object. If that one attempt fails, the character must gain a level before attempting to manipulate that object again.

The base chance of success for Tinkering is 1 in 6.

Traps

Dungeons and ruins frequently contain traps, including spear-throwers, covered pits, etc. The Referee will decide what is required to trigger a trap, and what happens when the trap is triggered. In general, there must be some way to avoid or reduce the effect of the trap being sprung. For instance, a save vs. Paralysis is often used to avoid falling into a covered pit, while spear-throwers, automated crossbows, and the like are sometimes treated as if they were monsters (attacking vs. the victim's Armor Class at some given attack bonus).

Any character has a 1 in 6 chance to determine if an area or object has any secret mechanism or function, including traps. A successful use of this skill does not tell what the function is (it may very well be something that the character should want to trigger!), but will let the character know that it is there and how it is triggered. The search takes one turn per 10' square searched.

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic- Users, Elves, and/or Clerics may be able to detect magical traps at the given 1 in 1d6 chance, at the Referee's option.

Maritime Adventures

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Watercraft Table							
		Sailing	Rowing	Sailing	Rowing		
	Required Crew	Feet per Round		Miles per Day		Cargo (tons)	Ship Hit Points
Raft	1	-	60'	-	12	.3	1
Canoe	1	-	60'	-	12	.5	3
Lifeboat	1	-	60'	-	12	.75	4
Trireme	170	150'	60'	30	12	65	24
Quadrireme	170	150'	60'	30	12	320	36
Longship	75	150'	60'	30	12	40	15
River Galley	20	150'	60'	30	12	50	12
Riverboat	16	150'	60'	30	12	10	6
Sailboat	1	150'	-	30	-	3	5
Cog	20	240'	-	48	-	150	20
Caravel	35	300'	-	60	-	100	25
Carrack	82	210'	-	42	-	685	34
Galleon	150	180'	-	36	-	150	104
Cutter	20	240'	-	48	-	190	27
Brig	45	210'	-	42	-	250	42
Corvette	84	300'	-	60	-	270	51
Frigate	84	270'	-	54	-	610	60

Good vessels have 5% greater speed and Ship Points.

Excellent vessels have 10% greater speed and Ship Points.

Advanced vessels have 15% greater speed and Ship Points.

Poor vessels have 10% less speed and Ship Points.

Awful vessels have 25% less speed and Ship Points.

Water Vessels

The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their Ship Hit Points, and maximum cargo load.

Ship Hit Points operate in the same manner as Hit Points do for monsters and characters, except that 1 Ship Hit Point represents 10 Hit Points of damage. Any attack which does less than 10 hit points of damage does not cause the loss of a Ship Hit Point. If a vessel is damaged to 0 or fewer ship points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Water Conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Referee might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Referee will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid

damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Referee. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley (defined for these purposes as any ship with a rowing speed listed) has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore has clear terrain. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea for long-term travel. If the Referee desires a more detailed set of guidelines, such as day-to-day sailing in an adventure area, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Wind Conditions Table		
Roll	Movement Adj	Wind Conditions
2	No Sailing	No Wind
3	-2/3 all movement	Slightly Unfavorable
4	-1/2 all movement	Unfavorable
5	-1/3 all movement	Greatly Unfavorable
6 – 8	None	Normal
9	+1/3 all movement	Slightly Favorable
10	+1/2 all movement	Favorable
11	x2 all movement*	Greatly Favorable
12	x3 all movement**	Fierce Wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water. All ships take 1d6 sp damage as well.

**The ship will travel in a random direction determined at the Referee's discretion, as discussed previously. Galleys will sink 80% of the time. All ships take 3d6 sp damage.

Crew

If there are fewer crew members on board than the minimum listed, ships operate at a lower level of effectiveness.

If there is less than a full crew but more than three-quarters crew, ship speed is reduced by 25% or the ship takes 1d6 shp damage that day.

If there is less than three-quarters crew but more than one-half, ship speed is reduced by 25% *and* the ship takes 1d6 shp damage that day.

If there is less than one-half crew but more than one-quarter, ship speed is reduced by 25% and the ship takes 1d6 shp damage that day.

If there is less than one-quarter crew then the ship can not be controlled. It drifts as decided by the Referee and the ship takes 1d6 shp damage that day.

Encounters at Sea

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on" a ship may never surprise a monster. When the Referee rolls for a random encounter, the distance the monster is from the group is 4d6 x 10 yards.

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuers speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters.

Vessels and Damage

It takes a half complement of crew a full day to repair 1 shp, a full complement of crew a full day to repair 2shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its sp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at -10% of its normal speed.

Ship-to-Ship Combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

Range: 150 – 300 yards

Attacks as: Fighter level equal to crew number firing

Area effect: 10' square

Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Range: Touch

Attacks as: Monster of under 1 HD

Damage: $(1d4 + 4) \times 10$ shp or 3d8 hp; $(1d6+5) \times 10$ shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1- 35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

Retainers

An adventuring party is often more than the sum of the PCs. A support network of NPCs is often necessary to really allow expeditions into the unknown to reach their full potential. Who's going to excavate the area around the Pharaoh's tomb so the entrance may be discovered? Who's going to carry all that treasure back? Are the pack animals efficiently utilized? Who's guarding the camp? And what is done with all those treasures after it's been recovered? Surely the PCs aren't a traveling gold caravan. Where do the PCs live? Surely not in a hovel if they become successful treasure seekers. Who looks after their household when they're away?

These support characters are called Retainers.

Here are the basic types of retainers and their basic stats:

Type	Daily Wage	Monthly Wage	Monthly Live-in Wage	Space Requirements (in feet square)	Share
Accountant	-	10gp	7.5gp	10' + 20'	-
Alchemist	-	100gp	75gp	15'	-
Animal Handler	5sp	5gp	3.75gp	10'	-
Armorer	-	10gp	7.5gp	10'	-
Butler	-	20gp	15gp	10'	-
Coachman	3sp	3gp	2.25gp	10'	-
Craftsman	-	5gp	3.75gp	10' + 20'	-
Guard	3sp	3gp	2.25gp	10'	-
Guide	1gp	-	-	-	1/10
Henchman	-	-	-	10'	½
Laborer	1.5sp	1.5gp	1gp	10'	-
Linkboy	1sp	1gp	.75gp	10'	-
Mercenary	5sp	-	3.75gp	10'	1/5
Physician	1gp	15gp	10gp	20'	
Sailor	-	-	2gp	-	1/5
Sailor, Captain	-	-	25gp	-	1
Sailor, Navigator	-	-	10gp	-	½
Sailor, Oarsman	-	-	1.5gp	-	1/5
Scholar	-	25gp	18.75gp	10'	-
Servant	1.5sp	1.5gp	1gp	10'	-
Slave	*	-	0gp	5'	-
Slave Master	-	10gp	7.5gp	10'	-
Spy	-	50gp	-	-	-
Teamster	3sp	3gp	2.25gp	10'	-

The Daily Wage is the cost of hiring one of this type for a single day. The Monthly Wage is the cost of hiring on a worker long-term, although the worker retains his own residence and is expected to work no more than 1/3 of any particular day. If no longterm contract is worked out, or the length of employment is unknown at the start, then the Daily Wage must be paid, even if the length of employment lasts longer than one month.

The Monthly Live-In Wage is for those retainers who live on their employers' property and has their room and board included in their wages. The Space Requirements detail how much living space the retainer requires for living space on the property. If there is a "+" number, the second number is the work space they require in addition to their living space.

Most retainers will absolutely not subject themselves to danger. Those that are willing to be in dangerous situations will receive a share of treasure (and experience) as noted. Note that these shares are only for those actions the retainer takes direct part in.

Any full-time retainer who is not noted to receive shares will be due a death benefit payable to their family (or the local magistrate should no family be known) equal to one hundred times their daily wage (or twelve times their monthly wage if no daily wage is given). Families of retainers who do receive shares will expect a death benefit of half the usual share (50% chance that any particular retainer has a family who would try to collect). This benefit merely divides gold, not experience.

Details of what each type of retainer does are found below.

Accountant

Households are largely disorganized affairs, and any household with five or more retainers that does not include an accountant costs +d20% more to run in any particular month as money slips through the cracks.

Alchemist

Alchemists reduce the amount of laboratory time needed for any magical research by d6 days per project. They must be present for the entire project, and paid by the month.

Animal Handler

While it is assumed that an odd animal here and there can be taken care of by its owner, a mass of animals creates its own chaos. Any property which has at least five animals (meant for hauling or riding) needs an Animal Handler, and one Handler is required for each twenty such animals.

Armorer

Armorers are required to forge new armor and weapons and to keep existing armaments in good condition. One armorer per fifty armed troops is necessary.

Butler

A household can be a very disorganized place, and of course if a character wanted to deal with all of the issues of handling the day to day issues of retainers, they'd just be bosses instead of explorers. A Butler (sometimes called a Steward) acts as head of the household and interacts with the staff so the master of the house doesn't have to. If there are at least three different types of retainers (not counting sailors or mercenaries), then a Butler is necessary or everyone's morale drops by one.

Coachman

A coachman is a character's personal driver, on call to transport the PC about town. For short-term employment, see the Coach Charters in the Services section of Equipment. Coachmen do not travel across the frontier or go anywhere that isn't a safe civilized area on reasonably maintained roads – see Teamsters for that.

A coachman's wages do not include the coach or animals to pull it.

Craftsman

Craftsmen include carpenters, masons, metalworkers, tailors, and other such types that take raw materials and make finished goods. Each craftsman hired will specialize in only one such trade, but an estate can hire one general craftsman to work as a handyman.

Guard

Guards are much like mercenaries, but they are not expected to travel. They will guard property and act as bodyguards for members of the household when out and about.

Guide

Guides are adept at finding their way in the wilderness. With a guide in tow, the chances of becoming lost are reduced.

Henchman

Henchmen are different in that they are not exactly hired help, but adventuring sidekicks. They also are classed characters. Characters can only hire henchmen that are at least two levels below their own. Henchmen are often found during adventures as allies, and make for great back-up PCs if and when a player's character dies.

Laborer

Laborers are those who do construction work, excavations, heavy lifting, and other physical sorts of labor. For every ten laborers, a foreman who is paid twice the average laborer's wages is needed.

Linkboy

A linkboy is a servant who is a torch/lantern bearer. They do not do heavy labor or carry equipment (else the linkboy is treated as a laborer).

Mercenary

Mercenaries are Fighters. If recruited from the citizenry, all equipment must be supplied by their employers. To hire an existing mercenary company, their employer must hire at least 50 at once, and even then the standard gear is leather armor and a mêlée weapon. Mounted mercenaries troupes cost ten times the normal amount.

For every ten mercenaries, there must be one sergeant, who earns double what the average mercenary does, or their morale drops by one. Any group of one hundred or more mercenaries must have a captain (paid ten times as much as an individual soldier).

Mercenaries are always 0 level, with sergeants being 1st level Fighters.

Physician

A character under the care of a physician in comfortable, safe surroundings (not in a dungeon or in the wilderness) recovers double the usual number of hit points. However, there is a 1 in 10 chance that the character instead loses that amount of hit points as medicine is far from an exact science.

Sailor

Sailors, it will come as no surprise, man ships of the sea. They can handle every duty on board, from scrubbing the decks to repelling pirates. For every ten sailors, there must be a mate to organize them or the sailors' morale drops by one.

Sailors are assumed to live on their ship.

Sailor, Captain

A ship full of sailors isn't going to respect a land-lubber, no matter how competent (or rich). A proper sea captain is necessary to organize and command the crew, else the crew's morale drops by one.

Sailor, Navigator

Every vessel that leaves sight of land requires a Navigator on board, or else it has an increased chance of getting lost.

Sailor, Oarsman

If a vessel to be crewed is an oared ship and not a sailing ship, oarsmen may instead be employed. Other than their pay, they are essentially the same as sailors.

Scholar

Scholars reduce the amount of laboratory time needed for any magical research by d4 weeks per project. They must be present for the entire project, and paid by the month.

Servant

Every proper household requires servants to answer the door, bring the tea, cook meals, tidy up, run messages, and generally do domestic work and make life as convenient and comfortable for the master of the house. Guests of importance will feel they are in a home of ill breeding if they are not greeted by, and waited upon, by a servant. There should be one servant per five rooms on the property and one servant per ten individuals living on the premises.

Slave

Slaves are intelligent beings who are owned by others. Many societies frown upon (to various degrees, some quite severely) owning slaves that are the same race/religion/ethnicity as the predominant population, but look back to real world history one can find a great many examples of slavery in practice. The role of slavery in the campaign world is determined by the Referee.

A slave costs 50gp, or 25gp if purchased as a child.

A slave counts as half a person in a property's food budget since they are often fed leftover or substandard fare, even when otherwise treated well.

Slave Master

Even well-treated slaves are still slaves and not willing workers. For every ten slaves, a slavemaster is needed to oversee them.

Spy

Well-to-do households and powerful families need to know what is happening in the private halls of others like them – even if just to be made aware of hostile intentions. Just the same, every household of influence will be targeted by others hoping to get information out of it. Spies are those that perform the tasks of a regular retainer, but is paid an extra sum to snoop around a bit and report all relevant information to their employer. A spy is always a long-term employee.

Teamster

A teamster is an expert at efficiently packing animals and preparing them to haul cargo (or pull vehicles) over long distances. Teamsters alleviate some of a pack animal's encumbrance and lessens the chance of vehicles breaking down while traveling.

Hiring Retainers

In most civilized areas, it is not difficult to find people who are out of work. The Referee will determine how many qualified applicants are available for any particular position, and it generally just costs about 5gp to get word out about the job opening.

When the applicant meets the character doing the hiring, there are three or four factors which influence whether the applicant takes the job, and how loyal he is:

Payment

Employer's Charisma

Term of Service

Living Quarters, if long term employment is offered

There is no adjustment to loyalty if the offered pay is standard. For every 50% increase, add one to the rolls below. For every 10% decrease, subtract one.

The employer's Charisma modifier applies to both rolls.

If employment is promised to be ongoing, at least three months, then add one to both rolls.

If there will be a longterm employment where the employee will live on the character's property, the size of the employee's living space will be an issue. If it is as listed, there is no adjustment. If it is half as large, there is a -2 modifier on the rolls, and for every 50% increase, there is +1.

Roll 3d6 twice on the following table when a character attempts to hire a retainer. The first roll will determine if the applicant accepts the position, and the second roll on the same table will determine the retainer's loyalty (or morale) score.

Roll	Accept Position?	Loyalty/Morale
3 -	No	2
4		3
5		4
6		5
7		6
8		6
9		7
10		7
11	Yes	7
12		7
13		8
14		8
15		9
16		10
17		11
18 +		12

The Referee will make both of these rolls and the results will be kept secret.

When Loyalty Should Be Checked

For domestic retainers, Loyalty should be checked whenever there is any danger encountered during the course of their normal duties. If there is anything scandalous or illegal that happens, they must also check loyalty. A change in their superior may cause a check, and certainly any change in pay or living conditions would trigger a check. Being asked to perform duties beyond their normal job description would cause a check as well.

For positions where danger is expected, any opportunity to greatly profit at the employers' expense (say treasure is found) would cause a check, and being asked to do obviously dangerous things would cause a check. Using retainers as cannon fodder or trap testers will cause an immediate check, not only of the employee so treated, but for every one of that character's retainers.

For actual combat situations, see the section on Morale under the combat section.

In situations where the servant's employer is not clearly the one behind the orders, a check is in order. Retainers are hired by specific characters, and will not stand to be treated as a "servant pool" by the entire group of PCs!

It is up to the Referee what happens if there is a failed roll, although it should have something directly to do with their function (for example, and Accountant would embezzle money, etc) or the trigger of the check (a maid might go to the authorities if she discovered criminal activity).

Property and Finance

Comparing the wages of common workers and the starting money for PCs makes it obvious that the starting player character is already in a position of privilege. That the character will then likely pursue further wealth, and indeed such wealth is necessary to advance in level, makes it obvious that successful characters in this game will become quite rich.

What to do with all that wealth?

Property

Owning property is a great way for characters to both spend, and invest, their wealth. The prices given for property in the Equipment section are averages; the Referee is of course free to create custom price lists for different locations and conditions. At the very least, a place to store excess treasure will be needed, as well as people to guard it and run things while the character is off adventuring.

Owning property gives a character a stake in local politics and will involve many NPCs becoming involved in the character's.

Note that for the purpose of these rules being a landowner does not imply rulership over anything other than the household staff. The complexities of being a political power are beyond the scope of these rules, which assume characters are explorers and adventurers.

Upkeep

A landowning character must pay d6% of the property's value every year just for simple maintenance. This will be increased by 1% if there is no accountant on staff, and another 1% if there is no handyman or craftsman on the payroll.

Taxes

A landowning character must pay d4+3% of the property's value per year in taxes, adding another 1% if an accountant is not on staff.

Investment

Another method of using (and hopefully growing!) wealth is investment. Merchant houses importing and exporting goods, explorers looking for sponsors for their latest expeditions, craftsmen looking for capital to open their own shop in town, all of these give a character opportunity to invest and profit.

These rules will be handled abstractly, unless the Referee wants to be specific. The player merely specifies how much the character wishes to invest and what level of risk the investment involves. It is assumed that even if a character owns a business that he will not be involved in the day-to-day operations, since the character is an adventurer!

Yearly Return

A stable investment will grow d8-4% a year. A risky investment will grow d20-10% a year. A wild investment will grow d%-50% a year.

Add +1% if an accountant is on staff.

If the final growth is a positive number, the character will receive that much money in cash, to be kept, spent, or re-invested as the character wishes. If the final growth is a negative number, the character receives no money and the value of the investment decreases.

These yearly return amounts "explode." If the maximum number on the die is rolled, roll again, adding the new number (without the modifier), and keep rolling and adding as long as the maximum number is rolled. If the minimum number is rolled, roll again, and subtract that number from the

return (without a modifier), and keep rolling and subtracting as long as the minimum number is rolled.

Example 1: A character has 50,000gp invested in a Risky venture. On the yearly roll, he rolls a 20, meaning a 10% gain (alas, no accountant). Because he rolled a 20, he rolls again, and gets a 3. He adds this 4 to the original 10, totaling a 13% gain. He earns 6500gp!

Example 2: A character has 10,000gp invested in a Stable venture. On the yearly roll, he rolls a 1, meaning a 3% loss (again, no accountant, the fool!). Because he rolled a 1, he rolls again, and gets a 7. He subtracts that 6 from the original -3, totaling a 10% loss. The character makes no money and his investment loses 1,000gp in value.

A character may only freely withdraw his investment at the time of the yearly return. Otherwise, there is a penalty of $d6+4\%$.

All numbers include taxes due on the investment.

Bankrupt!

There is a chance that an investment will simply go bust during every given year, and the character will lose every last copper he has in that investment. The chances are:

Stable Investment	5%
Risky Investment	10%
Wild Investment	25%

Encounters

Encounters are any situation where the player characters meet other creatures in uncertain circumstances. There is no limit to the options available for an encounter. Attack? Parley? Run? Sneak around?

Surprise

When surprise is possible, roll 1d6 for each side which might be surprised; most normal characters are surprised on a roll of 1 – 2. Surprised characters are unable to act for one round. Characters or creatures which are well hidden and prepared to perform an ambush surprise on a roll of 1 – 4 on 1d6. Some characters or creatures are described as being less likely to be surprised; reduce the range by 1 for such creatures.

Note that explorers traveling in a large party underground with light sources and metal armor clomping on stone floors aren't going to surprise anything.

Encounter Distance

Encounters, if there are no specific details which would define the encounter distance, begin with the closest opposing characters 3d6 x 10' apart. In environments with limited visibility (such as underground), the maximum encounter distance will be the visibility distance. Note that creatures that can see in the dark and have ranged combat capabilities will certainly attack from beyond the range of their opponents' vision.

Reactions

In most instances, NPCs' reactions will be obvious based on the circumstance of the encounter. If there is any doubt, consult the following chart:

Roll	Reaction
2	Friendly
3 – 5	Indifferent
6 – 8	Neutral
9 – 11	Unfriendly
12	Hostile

This chart can also be used in any situation where someone is attempting to convince an NPC as to a course of action and there is doubt as to the outcome.

Combat

Initiative

There are two methods of determining initiative:

- One player rolls a d6 for the PCs' side, and the Referee rolls a d6 for the opposition. The winner's side acts first, the loser acts second.
- All PCs roll d6 for initiative individually, and the Referee rolls initiative once for every enemy type in combat. Then the Referee counts down from 6 to 1 (with each of these units being a segment of combat), with everyone acting on their particular initiative segment.

If opposing groups roll the same initiative number, break ties using the Dexterity modifier. For monsters without a Dexterity score, the Referee can roll 3d6 to determine their Dexterity for purposes of initiative only. If there are still ties, then all tied combatants act simultaneously.

Things to Do in One Round

These given options are certainly not an exhaustive list of possible actions. The Referee has the final say in what can or can not be done in one round.

Attack

A character may attack if there is an enemy within range of their weapon. The Referee will inform the player what the opponent's AC is, and the player rolls a d20 to determine if his character hits. If the result is equal to or greater than the defender's AC (including all modifiers), then the character inflicts the weapon's damage upon the opponent.

Fighters, Dwarfs, and Elves have two extra options when attacking. They are:

- **Press:** This is a fierce attack, at the expense of defense. + 2 to hit, - 4 AC penalty.
- **Defensive Fighting:** This is a more conservative attack, emphasizing defense more than offense. + 2 AC bonus, -4 to hit.

Attacking ends a character's round.

Cast a Spell

Casting a spell during combat is a very risky proposition because the caster leaves himself completely helpless while doing so. Magic-Users and Elves must have empty hands (Magic-Users may have a staff or wand in hand), and Clerics must have their holy symbol in one hand, for the entire round, no dropping anything at the beginning of the round, and not move the entire round in order to cast a spell.

Spells with an instantaneous duration happen right away. All other spells take effect at the beginning of the next round before initiative rolls are made.

If a character has taken any damage earlier in the round, the character can not cast a spell that round.

Change Weapons and Attack

If a character is not holding the weapon they want to use, because perhaps they have a missile weapon currently in their hand and the enemy has closed in for *mêlée* combat, or maybe the character was surprised and is currently carrying a ten foot pole and a sack, the character may drop what is in their hands and draw their weapon (assuming the weapon is in an accessible place such as on a belt scabbard). There is a -2 penalty to hit during the round this happens.

Hold Action

Sometimes winning initiative over a foe isn't all that advantageous, because it is important to know what the opponent is going to do before deciding for oneself. Any action may be held until the end of the round, and at the time the action is taken, it happens simultaneously, not before, other actions are taken. For instance, if waiting for an enemy to close later in the round before attacking, when that enemy closes both attacks happen simultaneously; the one holding their action does not act first.

Move

A character can move up to 1/3rd his normal movement rate in feet every round, and may also attack during this round if there is an enemy within that distance.

Alternately, a character can charge, moving their full rate, but they suffer a -2 AC penalty that round.

Characters with weapons that can receive a charge automatically strike first against any character closing into *mêlée* range with them unless they have already acted that round, and do double damage against characters actually charging.

Parry

Characters may decide not to attack, but merely defend themselves in combat. No other action is allowed during the round, although the character decide their character is parrying at any point

during the round, even before their turn by initiative, provided the character has not yet acted. This gives a + 2 AC bonus for the round, + 4 bonus for Fighters, Dwarfs, and Elves.

Use an Item

If an item is in a character's hands, or handy on their belt, the character may use an item freely. If the item is in a pouch on the character, the item will take $d3+1$ rounds to ready (including the first round). If the item is in a sack or backpack, it will take $3d6$ rounds. During this time, the character can be attacked as if from behind; if the character defends himself with his normal AC, the round does not count for searching for an item. It is not a good idea to sit there and rifle through one's pack while somebody is trying to kill you.

Other Combat Issues

Aiming

If using a missile weapon, a character can decide to take a full round to aim. This means taking absolutely no action for an entire round except aiming, with no Dexterity modifiers to AC. On the following round the aiming character receives a +4 to hit when firing on his action, +8 if using a crossbow (the aiming time is in addition to normal reload times).

Attacking from Behind

If a character is attacked from behind by an enemy he is not aware of, he loses all Dexterity and shield modifiers to AC and the enemy receives a further +2 bonus to hit.

Cover

Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

25% cover: + 2 AC bonus

50% cover: + 4 AC bonus

75% cover: + 7 AC bonus

90% cover: + 10 AC bonus

Firing into Mêlée

Firing into mêlée with a missile weapon is a very uncertain thing. If doing so, randomly determine who in the mêlée is actually targeted – the firing character does not get to choose – before rolling to hit.

If the firing character takes a full round to aim, the target counts as two people in the mêlée when determining targets. For example, if a character fires into a combat where two of his allies are fighting a lone enemy, normally there would be an equal chance of targeting each. After aiming, the enemy would count as two figures, giving a full 50% chance that the enemy would be the one targeted.

Significantly larger characters or monsters in a mêlée count as two characters for random targeting purposes, and truly gargantuan creatures may be fired upon using the normal rules.

Dexterity modifiers do not apply, for either the firing character or the targets, when resolving missile fire into mêlée.

Helpless Opponents

Helpless opponents, defined as those sleeping, bound, magically frozen, etc, are automatically hit for maximum damage by anyone attacking them with a mêlée weapon.

Holy Water

Holy water may be sprinkled on an opponent within m el e range, and the opponent will always be considered AC 12 in this situation unless using actual armor and/or shield. This takes up both the attacker's hands and actions for the full round.

Thrown holy water, if in a glass container (holy water is normally in a small tin flask), may be thrown with the same range modifiers as a rock. If it hits, it will only break unleashing the holy water 50% of the time. Otherwise it simply does damage as a rock.

Holy water inflicts 1d8 damage against appropriate targets.

Invisibility and Darkness

Characters fighting opponents they can not see suffer a -4 penalty to hit in m el e and all attacks against them by the unseen party are considered to be "from behind." Missile attacks against unseen targets automatically miss, although Referees may check to see if a random character is hit in the dark if a character fires wildly into occupied dark space. If both combatants are unable to see each other, then there is only the penalty to hit, and not AC.

Morale

NPCs and monsters don't always fight to the death; in fact, most will try to avoid death whenever possible. Each monster listing should include a Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, the monster or monsters are willing to stand and fight. If the roll is higher than the score, the monster has lost its nerve. Monsters with a Morale score of 12 never fail a Morale check; they always fight to the death.

In general, Morale is checked when monster(s) first encounter opposition (if they do not outnumber their opponents), and again when the monster party is reduced to half strength (by numbers if more than one monster, or by hit points if the monster is alone). For this purpose, monsters incapacitated by sleep, charm, or hold magic are counted as if dead.

The Game Master may apply adjustments to a monster's Morale score in some situations, at his discretion. Generally, adjustments should not total more than +2 or -2. No adjustment is ever applied to a Morale score of 12. A monster that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may attempt to surrender, if the Referee so desires.

Note that special rules apply to retainers; see the relevant rules in the Retainer section.

Mounted Combat

Mounted characters receive +1 to hit (unless using minor or small weapons) and a + 1 AC bonus when in m el e combat with enemies on foot. Mounted characters receive a -5 penalty to hit with missile fire while mounted.

Oil and Fire

Lobbing flasks of flaming oil is a popular tactic of explorers. Here is how that works:

The oil flask must be in-hand, its lid removed, and a wick of some sort (usually a bit of cloth) already prepared and lit.

Lamp oil is not napalm. If a creature is subjected to ignited lamp oil, they suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a saving throw versus breath weapon or else suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the character becomes engulfed in flames.

A creature completely engulfed in fire is in trouble. The creature suffers 1d8 damage per round until they die or put the fire out, and if so engulfed will immediately flee in search of water, or failing that, simply run aimlessly until collapsing.

Of course any fire has a chance to set alight wood structures or objects, not to mention material such as curtains, carpets, tapestries, etc.

Pursuit

When one character or party is running from another, it is not merely a matter of movement rate which decides the matter unless the chase is over open territory. Otherwise, both sides in a pursuit roll d20 and add their movement rate divided by 10. For example, characters with 120' movement roll d20 + 12. The higher roll wins. Individual rolls for those with different movement rates may be used at the Referee's discretion. You don't have to outrun the enemy, you just have to outrun your slowest ally!

No mapping or other record is allowed during pursuit. The Referee will declare in general terms where the character goes. "You run down, past two doors, and duck to the left in a passageway," is perfectly fine description in a dungeon, with the character not being told details along the way. After all, the character has been running for his life with a flickering light source through hostile territory! Wilderness pursuit will be rather less mysterious of course.

Dropping items or money or treasure or food might make pursuers break off pursuit, depending on why they are pursuing. If a character drops valuable goods, or treasure, in the path of treasure-seeking enemies, those enemies must make a moral check to stop pursuit. If an unintelligent creature is pursuing, then food is what it wants, and the appropriate food dropped causes a morale check. Dropping an obstacle, such as flaming oil, will normally stop pursuit as well.

Two Weapon Combat

Characters wielding two weapons attack as normal, and decide which weapon does damage if a hit is scored.

Unarmed Combat

Fists are treated as minor weapons, doing d2hp damage.

Grappling

A wrestling attack requires a successful mêlée attack roll, where success indicates the attacker has grabbed his opponent. This hold is maintained until the attacker releases it or the defender makes a paralyzation save, which is attempted at the defender's next action (according to Initiative).

After achieving a hold on an opponent, the attacker can automatically inflict unarmed damage (as if striking with a fist), prevent a held opponent from speaking, use simple magic items such as rings, or take any other action the Referee allows. The attacker may also attempt to acquire an item the opponent is holding (such as a weapon) or attempt to move the opponent (as described below). A held character may be voluntarily released whenever the attacker so desires.

The attacker can't draw or use a weapon or use a wand, staff, scroll or potion, escape another's wrestling attack, cast a spell, or pin another character while holding an opponent.

Moving the Opponent: The attacker can move up to one-half speed (bringing the defender along) with a successful attack roll, if the attacker is strong enough to carry or drag the defender.

Acquiring an Object: The attacker may attempt to take an item away from the defender. This requires an additional attack roll; if the roll fails, the defender may immediately attempt an attack roll (even if he or she has already attacked this round) which, if successful, results in the defender pinning the attacker; or, the defender may choose to escape instead of reversing the hold.

Actions Allowed to the Defender: The target of a successful hold is usually immobile (but not helpless) at least until his next action, as determined by Initiative. Such characters suffer a - 4 penalty to AC against opponents other than the attacker.

If the defender is significantly stronger and/or larger than the attacker, he or she may move at up to one-half speed, dragging the attacker along.

On the defender's next action, he or she can try to escape the pin with a saving throw vs. Paralysis; the defender must apply the better of his Strength or Dexterity modifiers on this roll. If the escape roll succeeds, the defender finishes the action by moving into any space adjacent to the attacker.

If more than one attacker has a hold on a particular defender, a successful escape roll frees the defender from just one of those attackers.

Held characters may also use simple magic items such as rings. A character being held may not normally cast a spell, even if he has not been silenced by the attacker.

Multiple Opponents: Several combatants can be involved in a wrestling match. Up to four combatants can wrestle a single opponent of normal size in a given round. Creatures that are smaller than the attacker count for half, while creatures that are larger count at least double (as determined by the Referee). Note that, after an opponent is pinned, other attackers benefit from the - 4 AC penalty applied to the defender. However, this AC penalty is not cumulative (that is, each successful attack does not lower the defender's AC further).

It is also possible for another character to attack the attacker in an ongoing wrestling bout. In this case, a successful hold on the attacker grants the original defender a +4 bonus on subsequent escape rolls.

Wrestling With Monsters: In general, the rules above can be used not only when character races wrestle but also when humanoid monsters are involved. The Referee will decide whether or not to allow wrestling involving non-humanoid creatures on a case-by-case basis; if this is allowed, the following adjustments apply:

Creatures with extra grasping appendages (more than the usual two) gain a +1 bonus on attack rolls or saving throws for each such appendage. This includes creatures with feet capable of grasping (such as monkeys or apes, giant spiders, etc.)

Large creatures able to fly may attempt to carry off their opponents (even if the flying creature is the defender).

Wrestling attacks against creatures with touch attacks (such as wights) will cause the attacker to suffer one such attack automatically every round.

Magic

Magic-Users

Magic is art, not science. Each work of magic, from casting a spell, to writing a scroll, to creating a potion, is something that must be done from scratch each time. Merely replicating what has already been done will never work.

A spell is a fairly standardized effect that has been repeatedly created by many Magic-Users. While every Magic-User must use a spellbook to store their magical knowledge – mortal brains are not structurally designed to hold this information – there is no “formula” for any particular spell. Take the spell Magic Missile, for instance. It is a very common spell, especially for traveling and adventuring Magic-Users. But if you looked at the spellbooks of one hundred Magic-Users which all contain Magic Missile, they would not look the same. Each spell notation is a combination of reference notes, philosophical debate against the universe, and gibberish scribbling, all of which serves one purpose: To trigger dream-state understanding within the Magic-User’s mind. Nothing contained in a spell book is a “how to” guide so much as an individual recipe for self-induced hypnosis.

All rules concerning Magic-Users also apply to Elves.

Beginning Spells

At the start of play, every Magic-User’s spellbook contains Read Magic plus three other randomly-determined first level spells.

Upon attaining a new level, a Magic-User may add one spell to his book free of charge – but the time for researching or transcribing the spell remains as standard.

A Magic-User may never have a spell in his spellbook of a higher level than he is able to cast.

Preparing Spells Each Day

A Magic-User must rest for six continuous hours before preparing spells. After resting, the Magic-User must study using a spellbook for a number of hours equal to the highest level spell being prepared. This process is sometimes called memorizing spells.

Spells remain in memory until they are cast, and once they are cast, they fade from the mind like a dream upon waking. However, the same spell may be prepared multiple times. The Magic-User’s spell charts give the maximum number of spells that may be memorized at each level and the Magic-User may never have more than this number prepared at one time. Spells may not be simply dismissed from the mind; they must be cast to clear the “spell slot.”

A Magic-User can only safely prepare spells once every twenty-four hours. The mind simply can’t handle any more.

Spell Scrolls

Scrolls are magical items which allow a Magic-User to cast a spell without prior memorization, even if the spell is of higher level than the Magic-User is able to cast. A Magic-User must cast Read Magic in order to read a scroll (even to identify the spells contained on it!), but at any point thereafter the spell may be cast from a scroll. Scrolls may have multiple spells on it, but only one spell may be cast at a time. Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if in combat takes the entire action of the caster to use, just like casting a normal spell.

All spells cast from scrolls use the level of the reader, not the writer, to determine the effects of the spell.

Writing a Scroll

Any Magic-User may create a spell scroll for any spell in his spellbook.

The process costs 100gp per day.

Even though the scroll is essentially a “one-use” formula for a spell, they still must be individually researched and crafted and not mass-produced. Indeed, making a copy of a spell scroll will not imbue the copy with magical energy, or perhaps making the copy would dissipate all magical energy from the original as well!

Transcribing a Spell from a Scroll to a Spellbook

If a Magic-User finds a spell scroll containing a spell not already in the Magic-User’s spellbook, he may instead transcribe the spell into his spellbook. This will remove the spell from the scroll.

The process costs 100gp per day.

Transcribing Spells from Spellbook to Spellbook

Spellbooks are large, bulky things, and valuable at that. While a Magic-User may freely use any spellbook upon which he has cast Read Magic, sometimes a Magic-User may want to consolidate spell books or create new ones. This process is similar to writing scrolls, but does not erase the spell from the original source.

The process costs 50gp per day.

Researching a Spell

If a Magic-User wishes to add a spell to a spellbook without a prior reference of the spell (a scroll or another spellbook), there is more intensive research to be done. A Magic-User may only research spells of a level he is able to cast.

A player may invent totally new spells for his character to research. The player must first write the spell in the format of the other spells in the spell lists. The Referee must approve the spell, and should revise the spell for the player in advance of any research (sometimes this will merely involve altering the spell level). If successful, the character now has a spell that no other character in the game has!

For spells that are on the standard spell lists, the process costs 100gp per day.

For wholly original spells, the process costs 200gp per day.

Notes: There are many sources of new spells found in published supplements and online sources. It will be up to the Referee to decide whether researching these spells would count as being on a “standard spell list” or not. The Referee also has the right to change the listed level of the spell as suits the campaign, change other details, or even disallow a spell entirely.

Creating a Potion

Spells which affect a person may be, for all intents and purposes, be made into liquid form so that the imbiber gains the benefit of the spell. The maker of the potion must be able to cast the spell being turned into a potion. If a Cleric assists the Magic-User, a potion capturing the essence of any of the healing spells (Cure Wounds or Cure Disease) can be made, if the Cleric is high enough level to cast the spell in question.

The process costs 100gp per day to make a potion.

Creating a Staff or Wand

Staves and wands can be used to hold magical power for later use. These are the steps to creating a staff or wand:

Determine What Spells the Item Will Contain

A wand or staff can only ever cast the spells that it is designed to cast. Wands can usually hold but one specific spell, but up to three different spells may be used if they are all closely related in effect. Staves can have up to three spells, five if they are all closely related.

Enter the Original Charges

Once all the work on the physical staff or wand is completed and the proper preparations are made, a Permanence spell must be cast on the item, followed by at least one casting of every spell to be represented in the staff or wand. However, the maximum number of charges will also be determined at this point, as the total number of spells cast into the wand (not counting the Permanence) will determine its maximum number of charges. Usually the lowest level spell is the one cast multiple times in order to increase the charges. These spells must be cast without interruption into the item, so it is usual for a group of mages, or a mass number of scrolls, to be used in the effort.

The maximum number of charges a wand can handle is 99, with 49 for staves.

The base number of charges used by each spell is determined by the levels of spells included. The lowest level spell expends one charge, and the difference between spell level of effects determines the number of charges that higher-level effect expends. For example, a wand that can cast Fireball and Delayed Blast Fireball would lose one charge each time a Fireball is used, and four charges each time the Delayed Blast Fireball, for that spell is four spell levels more than Fireball.

Recharging a Staff or Wand

The Permanency spell must be cast on a staff or wand in order to recharge it. In this case, and only this case, any lost Constitution is not lost permanently and is healed at the normal rate. However, it is not a definite process, as each time the spell is cast, the Magic-User must make a save versus magic, and only on a success does the spell cause the staff or wand to regain a charge.

The process of making a staff or wand costs 100gp per day.

Time of Magical Activities

When transcribing or researching spells, the character (and player) will never know how exactly how long it will take. Magic is a risky business.

The player must declare ahead of time how long the character will take to perform the activity. The Referee will randomly determine the actual necessary length of time it should take according to the table below (which the player may also use to estimate how long they wish to work). At the end of the period (which must be uninterrupted for the character; any significant interruptions undoes all work and must be started anew; the costs up to that time are wasted). Only after the time passes in-game and the money is spent will success be determined.

If the character spent equal to or greater the amount of time necessary, then the work is automatically a success. If the character spent less time, the entire project is a failure; all work has been for naught, all money spent has been wasted, and the process must begin from scratch. There is a 10% chance that any failed project results in a curse, to be determined by the Referee.

1	Writing a Scroll	Spell Level x 2d6 Days
2	Transcribing a Spell from Scroll to Spellbook	Spell Level x 1d6 Days
3	Transcribing a Spell from Spellbook to Spellbook	Spell Level x 1d3 Days
4	Researching a Spell on the Spell Lists	Spell Level x 3d6 Days
5	Researching a New Spell	Spell Level x 4d6 Days
6	Creating a Potion	Spell Level x 1d6 Days
7	Creating a Wand or Staff	Total Levels of Included Spells x 10 x 1d6 Days

The time required for items 1 – 5 is doubled if the Magic-User is not working in a library worth at least 1000gp per level of the spell in question. Time to create a potion is doubled if the Magic-User is not working in a laboratory worth at least 1000gp per level of the spell the potion will duplicate. Creating a Wand or Staff requires both a library and a laboratory worth at least 1000gp per highest spell level included or the time is doubled.

The character's Intelligence modifier is applied to the final number of required days (with a positive modifier lessening the number of days, of course). There is always a minimum of one day.

Casting Spells

Spells are cast by a combination of mental effort, gesticulation, and incantations. In order to cast a spell, a Magic-User must have both hands free (or be carrying a staff or wand) and be able to recite the incantation freely. A character that is bound, gagged, *Silenced*, or otherwise unable to gesture or speak may not cast spells. Casting a spell may not be done secretly, stealthily, or disguised as another activity; the actions will be obvious to all.

Libraries and Laboratories

Magic-Users use libraries and laboratories to assist their magical activities. Each library or laboratory is ranked on its cost; For every 500gp in value of a library, a ten foot square is needed to store the books, and every 1000gp of a laboratory requires a ten foot square of space. These are non-transportable (at least, not with major effort, certainly not part of normal travel). Laboratory and library elements may only be purchased in large cities. Libraries and laboratories discovered and somehow transported only add d% of their value to the looter's own, due to possible duplication, differences in methods, etc, between mages.

Every time the laboratory is used, the Magic-User must make a saving throw versus magic. If the roll is successful, the laboratory loses d20% in value due to used supplies. If the roll is failed, wasted supplies and accidents reduce the value of the laboratory by 2d20%. On a natural 1, there is a dangerous explosion which destroys 5d20% of the laboratory's value, the project being worked on is destroyed, and the Magic-User (and alchemist, if present) both take d10 damage (save versus breath weapon for half).

Clerics

Cleric magic is divinely inspired, and is granted to Clerics through prayer. Whether these powers are granted to Clerics by higher powers, if these higher powers are what the Cleric believes them to be, or if all Clerical spells are merely ritualized forms of sympathetic magic are subjects all frequently debated. Only one thing is for sure: Clerical magic is indeed magic of a sort, as even though Clerical spells are formalized in a way that Magic-User spells are not, their results can not be duplicated by non-Clerics.

The process of gaining, preparing, and casting Cleric spells are indeed formalized, but only within a religion. Different religions, and even different sects within the same religion, execute their magical rituals differently from one another.

Beginning Spells

Clerics may cast any spell on their spell list, and do not use spell books. So all first level Clerics have full access to all first level spells, for instance.

Preparing Spells Each Day

A Cleric must rest for six continuous hours before preparing spells. After resting, the Cleric must meditate and pray for a number of hours equal to the highest level spell being prepared. This process is sometimes called memorizing spells.

Spells remain in memory until they are cast, and once they are cast, the power of the spell leaves the caster. However, the same spell may be prepared multiple times. The Cleric's spell charts give the maximum number of spells that may be memorized at each level and the Cleric may never have more than this number prepared at one time. Clerics may simply dismiss spells from the mind uncast, clearing their "spell slot" for other spells when preparing them as usual.

A Cleric can only safely prepare spells once every twenty-four hours. The mind simply can't handle any more.

Spell Scrolls

Scrolls are magical items which allow a Cleric to cast a spell without prior memorization, even if the spell is of higher level than the Cleric is able to cast. The scrolls are written in the language of the writer, so no Read Magic is necessary, but to use a scroll a Cleric must be able to read the language of the writer. Curiously, scrolls written by Clerics of different religions may use scrolls with no penalty or modification, and it is this fact that lead some philosophers to believe that Clerical magic is not actually connected to religion or deities other than in the Cleric's own belief.

Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if in combat takes the entire action of the caster to use.

All spells cast from scrolls use the level of the reader, not the writer, to determine the effects of the spell.

Writing a Scroll

Any Cleric may create a spell scroll for any spell he is able to cast.

The process costs 100gp per day in offerings to the Cleric's deity and ritual expenses.

Even though a scroll is essentially a "one-use" formula for a spell, scrolls must be individually created with the requisite prayers and meditation.

Protection Scrolls

Clerics are able to create scrolls which can repel certain types of creatures. The Cleric creating the scroll even gets to choose which category. It can be as specific as the Cleric wants (“Humanoids who dwell in the Foul Caverns!”), but can only be so general as to make easy distinction between affected and non-affected creatures.

The making of such scrolls requires a sacrifice – a number of creatures of the protected class must be sacrificed (in a manner consistent with the Cleric’s religion’s teachings) to capture the warding magic. The number of Hit Dice worth of creatures determines the length of time of the scroll’s crafting as well as the chance that the preparation will be successful. Each 5 Hit Dice worth of creatures means one day of preparation, and the total number of creature Hit Dice equals the percentage chance that the process will work to create a working Protection scroll.

It costs 100gp per day in offerings to the Cleric’s deity and ritual expenses to create a Protection scroll.

Protection scrolls, when used, will prevent the target class of creature from approaching within 10’ of the user for $d4 + 2$ turns.

Creating Holy Water

Water that is to be made into holy water must first be at rest in a basin in a place holy to the Cleric’s religion. Then, at the same time every day for nine days straight, a Bless spell must be cast on the basin. On the tenth day the water must be placed in a vial made of silver or other impressive container (worth 10gp or more), and then the tenth Bless cast upon it. Only then can it be used to combat the unnatural and the evil.

Most “holy water” used in religious rituals and services is merely symbolic. While suitable for its purpose, it does not have potency against the undead or otherworldly creatures unless this ritual is performed.

Researching a Spell

A Cleric’s player may invent totally new spells for his character to research. The player must first write the spell in the format of the other spells in the spell lists. The Referee must approve the spell, and should revise the spell for the player in advance of any research (sometimes this will merely involve altering the spell level). If successful, the character now has a spell that no other character in the game has!

The process costs 200gp per day in sacrifices and ritual costs as determined by the Cleric’s religion.

Notes: There are many sources of new spells found in published supplements and online sources. It will be up to the Referee to decide whether researching these spells would count as being on a “standard spell list” or not. The Referee also has the right to change the listed level of the spell as suits the campaign, change other details, or even disallow a spell entirely.

Time of Magical Activities

When writing scrolls or researching spells, the character (and player) will never know how exactly how long it will take.

The player must declare ahead of time how long the character will take to perform the activity. The Referee will randomly determine the actual necessary length of time it should take according to the table below (which the player may also use to estimate how long they wish to work). At the end of the period (which must be uninterrupted for the character; any significant interruptions undoes all work and must be started anew; the costs up to that time are wasted). Only after the time passes in-game and the money is spent will success be determined.

If the character spent equal to or greater the amount of time necessary, then the work is automatically a success. If the character spent less time, the entire project is a failure; all work has been for naught, all

money spent is wasted, and the process must begin from scratch. There is a 10% chance that any failed project results in a curse determined by the Referee.

Writing a Scroll	Spell Level x 2d6 Days
Researching a New Spell	Spell Level x 4d6 Days

The time required is doubled if the Cleric is not working in a temple or church of his religion of a size more than a thousand square feet times the level of the spell.

The character's Wisdom modifier is applied to the final number of required days (with a positive modifier lessening the number of days, of course). There is always a minimum of one day.

Casting Spells

Spells are cast by a combination of mental concentration, gesticulation, and chanting. In order to cast a spell, a Cleric must clutch a holy symbol of his religion and be able to chant freely. A character that is bound, gagged, *Silenced*, or otherwise unable to gesture or speak may not cast spells. Casting a spell may not be done secretly, stealthily, or disguised as another activity; the actions will be obvious to all.

Spell List

Cleric Spells

First Level Spells

1	Cure Light Wounds*
2	Detect Evil*
3	Detect Magic
4	Light*
5	Protection from Evil
6	Purify Food & Drink*
7	Remove Fear*
8	Resist Cold
9	Sanctuary
10	Turn Undead

Second Level Spells

1	Augury
2	Bless*
3	Find Traps
4	Heroism
5	Hold Person
6	Resist Fire
7	Silence 15' Radius
8	Snake Charm
9	Speak with Animals
10	Spiritual Weapon

Third Level Spells

1	Animate Dead
2	Cure Disease*
3	Dispelling Magic
4	Growth of Animals*
5	Locate Object
6	Prayer
7	Remove Curse
8	Speak with Dead
9	Striking
10	Water Walk

Fourth Level Spells

1	Cure Serious Wounds*
2	Detect Lie*
3	Divination
4	Exorcise

5	Lower Water*
6	Neutralize Poison*
7	Protection from Evil, 10' Radius
8	Speak with Plants
9	Spell Immunity
10	Sticks to Snakes*

Fifth Level Spells

1	Air Walk
2	Animate Dead Monsters
3	Atonement
4	Commune
5	Cure Critical Wounds*
6	Dispelling Evil
7	Insect Plague
8	Plane Shift
9	Quest
10	True Seeing*

Sixth Level Spells

1	Aerial Servant
2	Animate Objects
3	Barrier
4	Conjure Animals
5	Find the Path*
6	Forbiddance
7	Heal*
8	Speak with Monsters
9	Transport via Plants
10	Word of Recall

Seventh Level Spells

1	Astral Spell
2	Control Weather
3	Earthquake
4	Gate
5	Holy Word*
6	Part Water
7	Symbol
8	Wind Walk

Magic-User Spells

First Level

1	Charm Person
2	Comprehend Languages*
3	Detect Magic
4	Enlarge*
5	Feather Fall
6	Floating Disc
7	Hold Portal
8	Identify
9	Light
10	Magic Aura*
11	Magic Missile
12	Mending
13	Message
14	Protection from Evil
15	Read Magic*
16	Shield
17	Sleep
18	Spider Climb
19	Unseen Servant
20	Ventriloquism

Second Level

1	Audible Glamer
2	Change Self
3	Continual Light*
4	Detect Evil*
5	Detect Invisible
6	ESP
7	Forget
8	Hideous Laughter
9	Invisibility
10	Knock
11	Levitate
12	Locate Object*
13	Magic Mouth
14	Mirror Image
15	Phantasmal Force
16	Ray of Enfeeblement
17	Stinking Cloud
18	Wall of Fog
19	Web
20	Wizard Lock

Third Level

1	Blink
2	Clairvoyance
3	Dark Vision
4	Detect Illusion
5	Dispel Magic
6	Explosive Runes
7	Fireball
8	Fly
9	Gaseous Form
10	Gust of Wind
11	Haste*
12	Hold Person
13	Invisibility 10' Radius
14	Lightning Bolt
15	Monster Summoning

16	Phantasmal Psychodelia
17	Protection from Evil, 10' Radius*
18	Protection from Normal Missiles
19	Suggestion
20	Water Breathing*

Fourth Level

1	Charm Monster
2	Confusion
3	Dig
4	Dimension Door
5	Extension
6	Globe of Invulnerability, Minor
7	Growth of Plants
8	Hallucinatory Terrain
9	Invisibility, Improved
10	Massmorph
11	Minor Creation
12	Mnemonic Enhancer
13	Polymorph Others
14	Polymorph Self
15	Protection from Normal Weapons
16	Remove Curse*
17	Shadow Monsters
18	Wall of Fire
19	Wall of Ice
20	Wizard Eye

Fifth Level

1	Airy Water
2	Animate Dead
3	Chaos
4	Cloudkill
5	Conjure Elemental
6	Contact Other Plane
7	Faithful Hound
8	Feeblemind
9	Hold Monster
10	Interposing Hand
11	Magic Jar
12	Major Creation
13	Passwall
14	Secret Chest
15	Stone Shape
16	Telekinesis
17	Teleport
18	Transmute Rock to Mud*
19	Wall of Iron
20	Wall of Stone

Sixth Level

1	Anti-Magic Shell
2	Control Weather
3	Death Spell
4	Disintegrate
5	Freezing Sphere
6	Geas
7	Glass Eye
8	Globe of Invulnerability, Major

9	Guards and Wards
10	Invisible Stalker
11	Legend Lore
12	Lower Water
13	Move Earth
14	Part Water
15	Phantasmal Supergoria
16	Projected Image
17	Shades
18	Stone to Flesh*
19	Suggestion, Mass
20	Veil

Seventh Level

1	Aino's Remote Surveillance
2	Cacodemon
3	Duo-Dimension
4	Fireball, Delayed Blast
5	Grasping Hand
6	Instant Summons
7	Invisibility, Mass
8	Jalo's Animated Artwork
9	Magic Sword
10	Phase Door
11	Power Word Stun
12	Prismatic Sphere
13	Prismatic Spray
14	Prismatic Wall
15	Reverse Gravity
16	Simulacrum
17	Spell Turning
18	Statue
19	Vanish
20	Vision

Eighth Level

1	Antipathy/Sympathy
2	Charm Person, Mass
3	Clone
4	Incendiary Cloud
5	Maze
6	Mind Blank
7	Permanency
8	Spell Immunity
9	Symbol
10	Trap the Soul

Ninth Level

1	Gate
2	Imprisonment*
3	Meteor Swarm
4	Power Word: Kill
5	Shape Change
6	Time Stop

Spell Descriptions

Spells with * are reversible.

Aerial Servant

Cleric Level 6

Duration: 1 day/level

Range: 10'

This spell summons an extra-dimensional force that manifests as an entity which appears as a grotesque reflection of the caster's id. The caster then announces what he desires most in the world, and the creature will go forth and retrieve it. The object of desire may be a living thing.

The caster must make a saving throw versus magic (Wisdom modifiers apply). If successful, the entity will retrieve the announced desire. If the save is failed, the Referee must make a judgment call and decide what the caster really wants most, in general and not at the particular time of casting, and the creature will attempt to retrieve that instead.

The creature can fly and is invisible to all but the caster. Objects will be automatically seized unless defended by extraordinary means. Only a creature with a Strength of 18 can avoid being collected by the creature, and even then the chance is not likely to be greater than 50%. The entity can carry up to 500 pounds in weight. If combat occurs, the thing summoned by this spell has the following stats: HD 16, AC as plate, 1 attack for 4d4 damage, Move 240', ML 7. If the servant creature is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

Aino's Remote Surveillance

Magic-User Level 7

Duration: 1 turn/level

Range: Touch

This spell enables a caster to enchant a particular item. The first person or creature to handle that item immediately becomes a conduit for the caster, with no saving throw. The victim will not realize they are the victim of a spell.

When this happens, the caster is immediately aware of the spell's activation. The caster may then experience all of the subject's senses. In effect, the subject of the spell becomes the caster's perfect spy. The caster may also cast spells through the subject of the spell. However, the caster can not read the subject's mind, nor does the caster find anything out about the subject. There could be circumstances where the caster does not even know where the subject is. All the caster becomes aware of is that the spell is active, and from that point whatever the subject sees, hears, smells, tastes, or touches.

Air Walk

Cleric Level 5

Duration: 1 turn/level

Range: 0

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

Airy Water

Magic-User Level 5

Duration: 1 turn/level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the

caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Animate Dead

Cleric Level 3

Duration: Permanent

Range: 0

This spell commands the life forces of a number of corpses and skeletons to awaken, animating them to walk among the living once more. The intellect and willpower of the individuals are no longer present, rotted away long ago, and so these undead to be under the total control of the caster. However, these creatures retain faint memories of what life used to be, and so their jealousy makes them destructive. They will always interpret any instructions in the more violent and destructive manner possible.

The bodies remain animated until they are destroyed or until a Dispel Magic spell is cast upon them. One hit die worth of undead per level of the caster may be created per casting. The caster assigns one or two hit dice per undead as desired. Each special ability desired for the undead by the caster increases the hit dice "cost" of undead by one (except energy drain, which increases it by two) without increasing their actual hit dice. Only mindless undead are created by this spell, and they must be commanded verbally.

Animate Dead

Magic-User Level 5

Duration: Permanent

Range: 0

This spell calls mischievous, malevolent spirits to possess the bodies of the deceased, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the caster, these undead are under the total control of the caster. However, the faint memories of life retained by the bodies struggle with the invaders, and this conflict makes them destructive. They will always interpret any instructions in the more violent and destructive manner possible.

The bodies remain animated until they are destroyed or until a Dispel Magic spell is cast upon them. One hit die worth of undead per level of the caster may be created per casting. The caster assigns one or two hit dice per undead as desired. Each special ability desired for the undead by the caster increases the hit dice "cost" of undead by one (except energy drain, which increases it by two) without increasing their actual hit dice. Only mindless undead are created by this spell, and they must be commanded verbally.

Animate Dead Monsters

Cleric Level 5

Duration: Permanent

Range: 10'

This spell energizes the faint memories of life that cling to the bodies and skeletons of creatures, animating them to a mocking caricature of their living selves. The intellect and willpower of the individual is no longer present, allowing these undead to be under the total control of the caster. However, these creatures retain faint memories of what life used to be, and so their jealousy makes them destructive. They will always interpret any instructions in the more violent and destructive manner possible.

They remain animated until they are destroyed or until a Dispel Magic spell is cast upon them. One hit die worth of undead per level of the caster may be created per casting. The creatures have their original hit dice as in life, as well as any special abilities they once had, in addition to their newfound undead abilities. Each additional special ability desired for the undead by the caster increases the hit dice "cost" of undead by one (except energy drain, which increases it by two) without increasing their actual hit dice. Only mindless undead are created by this spell.

Animate Objects

Cleric Level 6

Duration: 1 round/level

Range: 30'

This spell confers a limited life upon inanimate objects, giving them mobility and awareness. As being alive means pain and unfulfilled desires, and living as a result of a spell such as this means abject slavery, the objects are very angry, and must be used to destroy. If at the end of the spell's duration the objects have not made any attack rolls, then they will remain animated for a period of time equal to the original duration and attack the caster of the spell and any who defend him.

This spell cannot animate objects carried or worn by a creature. An animated object can be of any non-magical material. The caster can animate one object per level, up to a maximum of 25 lbs. per caster level (i.e. 300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

The Referee must rule on the effectiveness of animated objects in combat. In general, animated objects attack using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger and/or heavier objects do 1d6 or 1d8 (at the Referee's discretion). As a special case, weapons which are animated do damage using the normal die roll for the type, but only up to a maximum 1d8. Animated objects have a movement rate of 10', and generally must move in contact with the ground (walking, hopping, slithering, or bouncing, however seems most appropriate to the Referee).

Anti-Magic Shell

Magic-User Level 6

Duration: 1 turn/level

Range: 0

Casting this spell restores the supremacy of natural order in a small area for a short amount of time. Within a 10' radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.

Antipathy/Sympathy

Magic-User Level 8

Duration: 12 turns/level

Range: 30'

This spell causes an object or location to emanate magical vibrations that either attract or repel either a specific kind of intelligent creature or creatures of a particular alignment. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. If alignment is used as a qualifier, the options are Lawful or Chaotic; Neutral is not an option.

If the spell is used to create Antipathy, creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so.

If the spell is used to create Sympathy, an object or location emanates magical vibrations that attract the designated target type, causing them to feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Astral Spell

Cleric Level 7

Duration: See Below

Range: 0

The body is but a shell, and a true master of the divine forces can shed that shell and walk through the world in spirit form. In this form, the caster is invisible, can pass through solid objects, fly, etc. The caster can not interact with the material world, but individuals with the ability to see invisible creatures can sense the astral form. Magic, and magical weapons, can harm the astral form, but the astral form has no recourse except against other astral spirits.

While the astral form is away from the body, the physical form is unaware and defenseless. If the body dies, the astral form is immediately dissolved. If the astral form is somehow bound, the physical body will accept no nourishment and will not be able to be revived until its spirit rejoins it. If a spell such as Dispel Evil or Dispel Magic any other sort of dismissive spell is cast upon the spirit form, it dies, killing the physical body as well.

Atonement

Cleric Level 5

Duration: Instantaneous

Range: Touch

This spell removes from the subject the burden of unwilling evil acts or misdeeds, or acts against the subject's religion. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. Atonement may be cast to reverse magical alignment change. This ritual takes 1 turn to cast.

Audible Glamer

Magic-User Level 2

Duration: 2 rounds/level

Range: 60' + 10'/level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be humanlike, but could be animal or monster sounds. In these cases the Referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus magic to realize the effect is illusory, but only if they actively attempt to disbelieve.

Augury

Cleric Level 2

Duration: Instantaneous

Range: 0

This spell summons the Fates, who see all timelines, possibilities, and probabilities, and begs their advice about whether a particular action will have a good or a bad outcome. The Fates will always answer accurately, but because the caster can never know their subconscious desires and how their fears and insecurities feed into them, the answer of the Fates may be misinterpreted.

The base chance for receiving a true reply is 70% + 1% per caster level. This roll is made secretly. The augury can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

If there is a reward for a particular action, but no risk, the answer is "weal." If a certain action will bring the caster closer to a stated goal, the answer is "weal." If there is a reward for a particular action but risk involved, the answer is "weal." Risk but no reward is "woe." Reward but with overwhelming risk is "woe." An action that leads the caster further away from a stated goal is "woe." The Referee must judge all outcomes to determine the correct answer. If there is no clear answer, then there is a flat 50% chance of "weal" or "woe." These answers are for successful rolls as noted above, and a failed roll will always give the opposite answer.

Barrier

Cleric Level 6

Duration: 3 rounds/level

Range: 30'

This spell creates a wall of whirling steel (of whatever shape the caster desires) up to 20' long per caster level, or a ringed wall of whirling steel with a radius of up to 5' per two levels. Either form will be up to 20' high (as allowed by available space). Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a save versus breath weapon reducing damage to half.

If the caster evokes the Barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful save vs. Breath Weapon.

A Barrier provides cover (+4 Armor Class bonus) against attacks made through it.

Bless*

Cleric Level 2

Duration: 1 round/level

Range: 0

This spell calls upon the favor of the Cleric's deity, granting him and those allied with him the resolve and clarity to be victorious in battle. The morale, attack rolls, and saving throw rolls, but not damage rolls, of the caster and any creatures allied with the caster are all raised by 1. The spell is reversible, allowing the Cleric to curse his enemies with -1 on the morale, attack, and saving throw rolls.

The spell's area of effect is a circular area centered at the target point, which cannot be more than 60' from the Cleric.

Blink

Magic-User Level 3

Duration: 1 round/level

Range: 0

The caster teleports 2' in a random direction once per round for the duration of the spell. The segment in which the Magic-User disappears and reappears is determined on 1d6. The compass direction is rolled on a d8. If the direction roll would result in the caster being teleported into a solid object, the caster will blink a second time, for a distance of no more than 10'. If this second blink also results in the caster occupying a solid object, the spell will end, marooning the caster in another dimension. During and after the segment in which the teleportation occurs, the Magic-User's sudden change of location prevents any direct attacks upon him. The caster may only be attacked directly if the attack is made before the blink takes place. If the caster teleports both from and into an area which is affected by an area of effect spell, he will suffer its effects. The constant changes of location take a toll upon the caster, who has a 25% chance of failing at attempts to cast spells, use most magic items, or take any action beyond making physical attacks.

Cacodemon

Magic-User Level 7

Duration: Variable

Range: 10'

This spell summons an entity from the foulest nether reaches of the fouler dimensions. The spell provides no protection whatsoever against the wrath of the summoned creature, and the Magic-User should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the entity's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

Change Self

Magic-User Level 2

Duration: 1 turn/level

Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

Chaos

Magic-User Level 5

Duration: 1 round/level

Range: 120'

This spell connects creatures with the greater truths of the universe, so overwhelming them that they behave strangely and unpredictably. All creatures in the spell's 40' square area of effect become confused (see below for effect), and only Magic-Users, Fighters, Dwarfs, Elves, and creatures with an intelligence of 4 or lower are entitled to a saving throw at all. Creatures that fail their saving throws (check each round) act randomly in accordance with the following table:

Roll	Effect
1	Attacks the caster or caster's allies
2	Acts normally
3	Babbles incoherently
4	Meanders away from the caster for a full turn
5	Attacks the nearest creature
6	Attacks own allies

Notes: A confused character that can't carry out the indicated action does nothing but babble incoherently. A creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

Charm Monster

Magic-User Level 4

Duration: See Below

Range: 120'

The Charm Monster spell makes its subject utterly enamored with the caster and desperate to please him if the saving throw versus magic is failed. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the charm!). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply.

Only one monster is charmed if it has more than four hit dice. 3d6 monsters of 4 or less hit dice are affected. Undead creatures are unaffected by this spell. Abuse or neglect of the subject will trigger another saving throw to negate the Charm, and murderous violence triggers a save but with a +5 bonus to the roll. The subject, if intelligent, will realize they have been victims of mesmerism and retain full memory after the spell ends.

Charm Person

Magic-User Level 1

Duration: See Below

Range: 120'

The Charm Person spell makes a single subject utterly enamored with the caster and desperate to please him if the saving throw versus magic is failed. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the charm!). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply.

This spell works on all humans and demi-humans; other (non PC class) humanoids are not affected if they have more than four hit dice. Abuse or neglect of the subject will trigger another saving throw to negate the Charm, and murderous violence triggers a save but with a +5 bonus to the roll. The subject, if intelligent, will realize they have been victims of mesmerism and retain full memory after the spell ends.

Charm Person, Mass

Magic-User Level 8

Duration: See Below

Range: 5'/level

The Charm Person spell makes a number of subjects (twice the total number of hit dice as the caster's level) utterly enamored with the caster and desperate to please him. Each receives a saving throw versus magic to resist the Charm. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the charm!). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply.

This spell works on all humans and demi-humans; non-human or demi-human humanoids are not affected if they have more than four hit dice. Abuse or neglect of the subject will trigger another saving throw to negate the Charm, and murderous violence triggers a save but with a +5 bonus to the roll. The subjects, if intelligent, will realize they have been victims of mesmerism and retain full memory after the spell ends.

Clairvoyance

Magic-User Level 3

Duration: 1 round/level

Range: See Below

Clairvoyance is a means of seeing events in a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the Magic-User from being able to scry upon the area. The caster will be able to hear sounds in a 10' radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he were standing at the spell's focal point, for a normal distance but in all directions at once (for the vision is in his mind's eye).

Clone

Magic-User Level 8

Duration: Permanent

Range: Touch

This spell allows the growth of a perfect physical duplicate of a person (or any living creature) and pulls the consciousness of that person from an alternate timeline and traps it in the false body.

To create the duplicate body, the Magic-User must have access to this spell, and a small piece of flesh from the creature to be duplicated. Then, using a laboratory worth at least 15,000gp, the new body is grown from this piece of flesh. This process takes 2d4 months, -d4 weeks if an alchemist is present the entire time.

Once the duplicate reaches maturity, the Magic-User may then cast the spell and this is what imprisons the alternate timeline version of the original person in this clone body.

The alternate version of the person is exactly like the original in all ways, but if the clone becomes aware of the original, he will believe that the original is an abomination to be destroyed. The clone may not be so happy about the caster pulling him "through a gate" and robbing him of all his possessions (the clone spell does not duplicate items), so the caster must prepare for this.

The clone acts and thinks just as the original because it is the original in every respect. But because the timelines are not identical, anyone who knows both the original and comes into contact with the clone has only a 1% chance in any situation of detecting that the clone is not the original.

Cloudkill

Magic-User Level 5

Duration: 1 round/level

Range: 10'

Casting this spell allows the smoke emitted from the infernal fires of Hell to spew forth onto the Earth to cause destruction and suffering. A 20' x 20' x 20' cloud of poison gas forms which moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The gas kills outright any creatures of 3 or fewer hit dice or levels it comes in contact with; creatures having 4 or more hit dice or levels must save versus poison or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Commune

Cleric Level 5

Duration: See Below

Range: 0

By entering into deep meditation, the Cleric's spirit momentarily ascends to its final reward for a glimpse of the afterlife of the devout believer. If the Referee judges that the Cleric has not been faithful to his religion, the Cleric must make a saving throw versus poison (Wisdom modifiers apply). If the roll fails, then the Cleric finds himself in the afterlife reserved for heretics and apostates – more horrible than any other punishment reserved for mortal souls. The spell will have no benefit, and the Cleric will effectively age d10 years from the experience as the soul returns to the body, ending the spell.

If the Cleric has been at the very least reasonably devout, or succeeds in the saving throw, the caster experiences the afterlife reserved for the most blessed, the ultimate paradise. In this place, all time and all knowledge are one. The Cleric's player may ask three questions that can be answered "yes or "no," representing the Cleric's efforts to see specific events within the All, and the Referee must answer truthfully.

If the spell is cast more than once a week, if the Cleric is not devout the saving throw to prevent eternal damnation is made at a -1 penalty, cumulative per number of times the spell is cast. If the Cleric is devout, then he must make a saving throw versus magic (Wisdom modifiers apply inversely; a high Wisdom makes this saving throw more difficult), with a -1 cumulative penalty every additional time in a week the spell is cast, or else the overwhelming joy and vindication of his beliefs is too strong and he will not return from paradise.

Comprehend Languages*

Magic-User Level 1

Duration: 5 rounds/level

Range: 0

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages by summoning the spirits of the all-knowing dead to translate for him. The creature or the writing must be touched by the caster before the spirits may deliver any translation. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Obscure Languages, the opposite of comprehend languages, dispels the effects of Comprehend Languages, or can be used to make spoken or written language incomprehensible by summoning spirits to possess the lips of a speaker, or the eyes of a reader, ruining all chances of communication.

Confusion

Magic-User Level 4

Duration: 2 rounds + 1 round/level

Range: 120'

This spell touches the minds of 3d6 living creatures within a 30' radius circle around the target point to see the interconnectedness of everything in creation, causing them to become confused, making them unable to independently determine what they will do as they struggle to determine which of their actions will be least likely to ultimately lead to the destruction of all matter. A saving throw vs. magic is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

Roll	Effect
1	Attacks the caster or caster's allies
2	Acts normally
3	Babbles incoherently
4	Meanders away from the caster for a full turn
5	Attacks the nearest creature
6	Attacks own allies

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Conjure Animals

Cleric Level 6

Duration: 2 rounds/level

Range: 30'

The caster calls upon his patron deity to disrupt the natural order in the immediate area, resulting in local wildlife to come and attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster. For example, a 16th level Cleric can summon 16 hit dice of animals that could consist of sixteen 1 HD animals, or four 4 HD animals, two 8 HD animals, or one 16 HD animal. The animals must be natural (only those that exist in the real world). Summoned animals will fight to the death or until the duration of the spell ends.

Conjure Elemental

Magic-User Level 5

Duration: 1 turn/level

Range: 60'

Spirits from the nether realms despise the natural world and wish to destroy it. This spell tricks one of these spirits through the mystic veil which separates our world from theirs, and forces them to inhabit one of the four classical elements (fire, water, earth or air), animating it into a nigh unstoppable elemental of pure destruction. The caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (one of each type). For the duration of the spell, the caster can move at half movement

but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home world at any time. The elemental is forced to its home plane if a Dispel Evil or Dispel Magic spell is directed at it. If the caster loses concentration at any point during the duration of the spell (by being damaged, for instance), the elemental will turn to attack the caster, and the caster will be unable to order it back to its native dimension.

Elementals can only be struck by magical weapons, have AC 21, 16 hit dice, a movement rate of 60' (three times as much along their element), have one attack doing 2d8 damage, and ML 12.

Contact Other Plane

Magic-User Level 5

Duration: See Below

Range: 0

The stars are repositories of all knowledge. By means of this spell, the Magic-User enters in communion with the star of his choice in order to receive wisdom and information. The caster asks questions of the star, and the star answers. The stars resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the star during the same round. The caster may choose how many questions to ask, and which star to ask. The chart below gives a sample of possible stars, with the brightest stars being the most likely to answer truthfully, but others may be available as the Referee chooses. First roll on the table below to see if the star will give a truthful answer. Then roll to see if the caster is possessed by a psychic beast roaming the interstellar ether between the caster and the answering star. The caster may ask as many questions as he dares risk, although of course possession ends the spell immediately.

Star Consulted	True Answer	Possession
Alpha Centauri	50%	5%
Sirius	55%	10%
Altair	60%	15%
Fomalhaut	65%	20%
Arcturus	70%	25%
Algol	75%	30%
The Hyades Cluster	80%	35%
Almach	85%	40%
Polaris	90%	45%
Antares	95%	50%

A character that becomes possessed will remain that way for the same number of weeks as the total number of questions asked.

Continual Light*

Magic-User Level 2

Duration: 1 day

Range: 120'

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell.

The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

A light spell can be used to cancel a darkness spell, and vice versa.

Either version of the spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

Control Weather

Cleric Level 7

Duration: 4d12 hours

Range: 0

To be in control of divine power is to control the natural order, and this spell is the ultimate manifestation of that control as the caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest.

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

If the weather is completely foreign to the area, the spell's duration is cut in half.

Control Weather

Magic-User Level 6

Duration: 4d12 hours

Range: 0

Natural order is no concern to one that has rejected nature, and Control Weather is a powerful notice to the world that the caster is indeed above any natural law.

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest.

If the weather is completely foreign to the area, the spell's duration is cut in half.

Cure Critical Wounds*

Cleric Level 5

Duration: Instantaneous

Range: Touch

By the power of the Cleric's faith, this spell restores 4d6 hit points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 13th level, the spell restores 4d6 + 13 hit points.

The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will

remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict hit points of damage.

Cure Disease*

Cleric Level 3

Duration: Permanent

Range: Touch

Through the mercy of divine powers, this spell allows a Cleric to cast out the sin and degeneracy in a person that allows evil spirits to invade their body and misalign their humours. But because man (and demi-human) is a naturally immoral and spiritually disgusting creature, the subject of the spell must make a saving throw versus magic in order for the spell to be effective.

A successful casting instantly cures all diseases, including mummy rot and lycanthropy. If used against oozes or slimes, they do not receive a saving throw and suffer 1d6 damage per level of the caster (the cleric suffers an attack's worth of damage when touching the slime with this attack).

Cause Disease (reverse of Cure Disease) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus magic is allowed. This disease can be cured with the casting of Cure Disease. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

Cure Light Wounds*

Cleric Level 1

Duration: Instantaneous

Range: Touch

By the power of the Cleric's faith, this spell restores 1d6 hit points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 5th level, the spell restores 1d6+5 hit points.

The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict hit points of damage.

Cure Serious Wounds*

Cleric Level 4

Duration: Instantaneous

Range: Touch

By the power of the Cleric's faith and the strength of the life force of the wounded character, this spell restores 1d6 hit points to one damaged character, plus a number of points equal to the level of the caster, plus a number of points equal to the level of the subject. For example, if the caster is 10th level and the character being healed is 5th level, the spell restores 1d6+15 hit points.

The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict hit points of damage.

Dark Vision

Magic-User Level 3

Duration: 1 day

Range: Touch

This spell transforms the subject's eyes into demonic pits of utter black. While this condition persists, the subject is able to see 60' in the dark as if it were normal lighted conditions.

Death Spell

Magic-User Level 6

Duration: Instantaneous

Range: 10'/level

A living creature requires a certain amount of order within its body to maintain its functions. This spell causes the internal organs of its subjects to stop functioning as a greater whole, killing them immediately. 3d12 hit dice or levels of creatures are affected so long as they are in a 30' radius sphere centered wherever the caster wishes (within the range limit). Excess levels of effectiveness are lost. Each creature affected is allowed to save versus poison to resist the spell; those that fail the save die immediately. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

Detect Evil*

Cleric Level 1

Magic-User Level 2

Duration: Instantaneous

Range: Line of Sight

"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Detect Chaos."

This spell allows the caster to know if anything that within his field of vision (or on his person) is Chaotic. For the purposes of this spell, Chaotic is defined as: Undead creatures, any extradimensional or extraplanar creatures that are not specifically Powers of Law or angels, any creature with innate magical abilities (including Magic-Users but not Clerics), artifacts, symbols, or sacred places dedicated to evil gods, and supernatural creatures incapable of being good.

Mortal creatures, physical objects not directly connected to evil deities, traps, poison, or places where great atrocities have taken place are not considered Chaotic for the purposes of this spell. It detects supernatural disturbances, not ill intent or foul deeds.

Curiously, this spell does not detect magical items or effects.

The reverse of this spell detects Law instead of Chaos.

Detect Illusion

Magic-User Level 3

Duration: 3 rounds + 2 rounds/level

Range: 0

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible

Magic-User Level 2

Duration: 5 rounds/level

Range: 10'/level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Lie*

Cleric Level 4

Duration: 1 round/level

Range: 30'

The subject of this spell will be able to know whether words heard are truth or lies.

Undetectable Lie (reverse of Detect Lie) can nullify the effect of Detect Lie, or can be used to tell lies in a convincing manner.

Detect Magic

Cleric Level 1

Magic-User Level 1

Duration: Instantaneous

Range: Line of Sight

This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures, magical items, or any creature or object under the effect of an ongoing spell. Spellcasters such as Magic-Users and Elves do not detect as magic with this spell, but anyone that is under the effects of an active spell does.

The spell does not identify the nature of the magic, only that magic is present.

The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

Dig

Magic-User Level 4

Duration: 5' cube/level

Range: 30'

This lesser form of Move Earth allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a save versus paralysis to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus magic to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Dimension Door

Magic-User Level 4

Duration: Instantaneous

Range: 10'

This is a minor version of the Teleport spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired by

the caster. Unwilling subjects are granted a saving throw. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate

Magic-User Level 6

Duration: Instantaneous

Range: 120'

This spell undoes the bonds of creation that keep a single creature or object together. This subject (up to a 10 x 10 x 10 foot cube of material) is entirely disintegrated, leaving behind no evidence that it ever existed. A disintegrated creature's equipment is unaffected. A creature that makes a successful save vs. Spells is unaffected. The spell can target only one creature per casting, if that target saves, the spell is wasted.

Dispel Evil

Cleric Level 5

Duration: Instantaneous

Range: 30'

Through the magnificence of the most holy powers of the universe, all summoned or other enchanted creatures within 30' of the caster must succeed in a saving throw versus magic or be destroyed. Even if the saving throw is made, any creature that would otherwise have been banished will suffer a penalty of -7 to hit the caster for the next 6 turns.

Magic-Users and others with prepared spells (but not Clerics) must make a saving throw for every prepared spell, and a failure means that spell is lost until prepared again. Creatures affected by this spell include, but are certainly not limited to, demons, familiars, and elementals.

Dispel Magic

Cleric Level 3

Magic-User Level 3

Duration: Instantaneous

Range: 120'

Magic is unnatural and unwanted in the intended order of things. This spell empowers the proper forces of existence to expel the foul energies known as magic as they it never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast on the same segment in combat as a spell from an enemy combatant, Dispel Magic can be used to disrupt and negate that spell.

All magical items within the area of effect are temporarily disenchanting. They regain their enchantment after 2d6 turns, but one-use items such as potions and scrolls (but not spellbooks) are permanently nullified. If the caster casts Dispel Magic as a touch effect, then any item so touched is permanently disenchanting.

Dispel Magic negates magical curses or diseases for only 2d6 turns.

Divination

Cleric Level 4

Duration: See Below

Range: 0

Nothing escapes the notice of the gods, and this spell allows the Cleric to distract his god with his resplendent devotion and allow some of the god's memories to slip into the world. The Cleric can then interpret those memories to gain information regarding an area, building, area of a dungeon, and other similar places.

Information gained includes, in vague terms, a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it,

whether it is good, evil, chaotic, lawful, etc. The base chance for a correct divination is 60% + 1% per caster level. The Referee should roll this secretly. If the dice roll fails, false information is delivered.

Duo-Dimension

Magic-User Level 7

Duration: 1 round/level

Range: 0

This spell banishes one dimension of the caster's three dimensions of being, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Earthquake

Cleric Level 7

Duration: 1 round

Range: 120'

The wrath of divine power is a terrible thing to behold, and this spell allows the Cleric to command this wrath and unleash it against his enemies! An intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

Enlarge*

Magic-User Level 1

Duration: 1 turn/level

Range: 5'/level

The forces of magic do not recognize the relationships of size and distance between things; it is the limitations of the mind's ability to master magic that results in strictures such as "spell range." But sometimes the infinite nature of magic can be applied to material objects. This spell causes instant growth (and corresponding increase in weight and damage done) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a

maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The damage done by an Enlarged character during mêlée is increased by the same percentage as his size.

The reverse of Enlarge, Reduce, can reduce objects or creatures in size by the same proportions as Enlarge. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

ESP

Magic-User Level 2

Duration: 1 round/level

Range: 60'

If you know how to listen, thoughts are as audible as any voice, and those who care not about the privacy of all living things can hear them. This spell allows the Magic-User to perceive the thoughts of one creature within 60' of him. The caster understands the meaning of all thoughts even if he does not share the creature's language. The ability to hear thoughts is obstructed rock of a thickness of 2' or greater or any amount of lead.

Exorcise

Cleric Level 4

Duration: See Below

Range: 10'

The divine powers are paradoxically those who define the parameters of what belongs to nature and what does not, and allows the Cleric to defend that natural order through defeating arbitrarily defined cosmic and aberrational forces, but the divine powers are themselves outside of nature and harmful to the natural order they create. Or, to put it another way, Magic-Users and magical beings steal the power that is rightfully given to Clerics. And where Magic-Users corrupt nature with their stolen knowledge, Clerics cleanse nature with theirs. The Exorcism spell allows the Cleric to eliminate foreign magical influences from a being, whether those influences are from Magic Jar, Charm spells, possession by other creatures, and similar magical and/or spell effects. The Referee rolls d%, and this is the probability that a Cleric is successful in the exorcism, per turn the exorcism is recited. This probability is lowered or raised by 1% for every level difference between the Cleric and the possessing entity or level of the caster of the spell being opposed. For instance, if the odds are 50%, and the Cleric is 5 levels higher than the opposed force, the odds are 55% per turn. If the opposed force were 5 levels higher, the Cleric's odds would be 45% per turn.

Once an invading spirit has been exorcised from a victim, that victim is immune from further possession for one day per level of the caster.

Explosive Runes

Magic-User Level 3

Duration: Permanent until triggered

Range: Touch

Magic-Users are miserly and jealous people, guarding their secrets as if they can take them to the grave. These runes are traced by a caster upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus magic is made for half damage. The object on which the runes were written is obliterated, unless it is

unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic spell. A Magic-User has a 5% chance per level of detecting the runes, and a Specialist has a flat 5% chance.

Extension

Magic-User Level 4

Duration: See Below

Range: 0

The spell reminds magic forces that it is not bound by natural time and so lengthens the duration of another spell previously cast by the Magic-User by 50%. The previous spell must still be active.

Faithful Hound

Magic-User Level 5

Duration: 1 round/level

Range: 10'

This spell summons a guardian spirit to act as a guard dog for a particular area. This spirit is invisible to all but the caster. The area must be close to the caster, however, for if the caster is more than 30' from the area the spirit guards, it will return to the outer realm. The spirit can detect virtually any creature that enters the area: it can detect invisibility, can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the spirit will begin howling with its echoing, supernatural bay. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 HD for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. It has AC 19 and can not be harmed by normal weapons.

Feather Fall

Magic-User Level 1

Duration: See Below

Range: 10'/level

The affected creatures or objects in range fall slowly. Feather Fall instantly changes the rate at which the targets fall to that of a feather (about 5' per round), and the subjects take no damage upon landing while the spell is in effect. The spell ends immediately when the subject stops falling.

The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds + 200 pounds per level may be affected, such that a 1st level Magic-User can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind

Magic-User Level 5

Duration: Permanent

Range: 120'

This spell turns the neural pathways of the target into a superconducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw versus magic (with a -4 penalty!), it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind.

However, if the target succeeds with his saving throw, he is considered to be under the effect of a Haste spell for as many rounds as the caster has levels.

Find the Path*

Cleric Level 6

Duration: 1 turn/level

Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the Path works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. Find the Path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

Lose the Path (reverse of Find the Path) renders a touched being completely incapable of finding its way.

Find Traps

Cleric Level 2

Duration: 3 turns

Range: 30'

This spell permits the caster to detect a variety of traps, both mechanical and magical. When the caster moves within 30' of a trap, he or she will see it glow with a faint greenish-blue aura. The caster is not, however, able to detect certain natural hazards such as quicksand, a sinkhole, or unsafe walls of natural rock. The spell also does not bestow the caster with the knowledge needed to disarm the trap, nor any details about its type or nature.

Fireball

Magic-User Level 3

Duration: Instantaneous

Range: 150'

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20', and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten foot cubical areas. A successful saving throw means that the target only takes half damage.

Fireball, Delayed Blast

Magic-User Level 7

Duration: See Below

Range: 100' + 10'/level

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20', and damage is 1d6+1 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten foot cubical areas. A successful saving throw means that the target only takes half damage. The blast can be delayed for a period of up to 10 minutes, at the caster's discretion.

Floating Disc

Magic-User Level 1

Duration: 6 turns

Range: 20'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement

rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly

Magic-User Level 3

Duration: d6 turns + 1 turn/level

Range: Touch

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Forbiddance

Cleric Level 6

Duration: Permanent

Range: 120'

Forbiddance seals a 60' square area against all planar travel into or within it. This includes all teleportation spells (such as Dimension Door and Teleport), plane shifting, astral travel, and all summoning spells. Such effects simply fail automatically.

Forget

Magic-User Level 2

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus magic, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted.

Freezing Sphere

Magic-User Level 7

Duration: See Below

Range: See Below

Freezing Sphere creates one of three effects, as chosen by the caster when the spell is uttered.

A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus magic for half damage.

The Freezing Sphere may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level.

Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus magic avoids all damage from this effect.

Gaseous Form

Magic-User Level 3

Duration: 1 minute/level

Range: Touch

The subject, but not his gear, becomes insubstantial, shapeless, misty, and translucent. The character can not touch or affect material objects (although can not pass through solid objects) or cast spells while in gaseous form.

A gaseous creature floats at a 10' movement rate. It can pass through small holes or narrow openings, even mere cracks, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid.

The subject must be willing for the spell to take effect. The subject, not the caster, can decide to end the spell before the duration runs out. When regaining physical form, the subject may do so into an empty set of clothes and/or suit of armor.

Gate

Cleric Level 7

Magic-User Level 9

Duration: See Below

Range: 30'

Casting a Gate spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the gate. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the gate. Gods will most likely send representatives rather than come through a gate personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (1%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The Referee must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Geas

Magic-User Level 6

Duration: See Below

Range: Touch

When this spell is cast on a character, a saving throw versus magic is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Referee. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Glass Eye

Magic-User Level 6

Duration: 1 round/level

Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way.

The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Globe of Invulnerability, Major

Magic-User Level 6

Duration: 1 round/level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 4th level or lower. The area or effect of any such spells does not include the area of the Major Globe of Invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 5th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

Globe of Invulnerability, Minor

Magic-User Level 4

Duration: 1 round/level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the Minor Globe of Invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

Grasping Hand

Magic-User Level 7

Duration: 1 round/level

Range: 10'/level

A Grasping Hand can automatically grapple one opponent who fails their saving throw versus paralyzation. Once they fail their saving throw, they will be held fast for the duration of the spell, and can be moved as the caster wishes at a movement rate of 60'. The "hand" has no physical form, so there is no way for allies to pry the "hand" loose and it will not block attacks made against the restrained creature.

Growth of Animals*

Cleric Level 3

Duration: 2 rounds/level

Range: 120'

1d4 non-magical normal animal will be doubled in size (including Hit Dice and attack damage) when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Growth of Plants

Magic-User Level 4

Duration: Permanent

Range: 120'

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Guards and Wards

Magic-User Level 6

Duration: 2 hours/level

Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including dark vision, beyond 10 feet.

Wizard Locks: All doors in the warded area are wizard locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

Confusion: Where there are choices in direction – such as a corridor intersection or side passage – a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the Magic-User can place his choice of one of the following five magical effects:

1. A Magic Mouth in two places.
2. A Stinking Cloud in two places. The vapors return within 10 turns if dispersed by wind while the guards and wards spell lasts.
3. A Gust of Wind in one corridor or room.
4. A suggestion in one place. The caster selects an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. The whole warded area radiates strong magic.

A Dispel Magic cast on a specific effect, if successful, removes only that effect.

Gust of Wind

Magic-User Level 3

Duration: Instantaneous

Range: 10'/level

The spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10', and will hold medium-sized creatures back from moving.

Hallucinatory Terrain

Magic-User Level 4

Duration: See Below

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, Dispel Magic may be used to rid the area of the illusion. The caster may affect 1' square area per caster level.

Haste*

Magic-User Level 3

Duration: 3 rounds + 1 round/level

Range: 60'

This spell makes creatures move and act more quickly than normal. A maximum of 1 creature per caster level within a diameter of 60' may be affected. A hasted creature may make double the normal number of actions and automatically wins initiative (effectively going on segment 7). All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Only one spell may be cast per round while Hasted.

Haste dispels and counters slow effects.

Slow, the reverse of Haste, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Heal*

Cleric Level 6

Duration: Instantaneous

Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, feblemind, and poison. It heals all but 1d4 hit points of damage.

Harm (reverse of Heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as Cause Disease.

Heroism

Cleric Level 2

Duration: 1 round/level

Range: Touch

This spell grants the subject d4 levels worth of Hit Points and saving throws (and, for Fighters, Attack Bonus) for the duration of the spell.

When the spell ends, if the subject has more hit points than when the spell was cast, his hit points return to their previous level. If the subject has less than or equal the number of hit points, then there is no adjustment once the spell ends.

Hideous Laughter

Magic-User Level 2

Duration: 1 round/level

Range: 10'/level

A subject of this spell who fails a save erupts with uncontrollable laughter. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, the subject can act normally. Only creatures which understand laughter and humor are affected by this spell.

Hold Monster

Magic-User Level 5

Duration: 1 round/level

Range: 120'

This spell will render any living creature paralyzed. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. Spells will negate the effect. The spell may be cast at a single person, who makes his save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilizing the target.

Hold Person

Cleric Level 2

Duration: 2 rounds/level

Range: 120'

This spell as cast by a Cleric reveals the true face of the Cleric's god to the target(s), rendering them unable to move out of absolute terror.

Creatures larger than 4HD are unaffected by the spell, as the Cleric cannot imprint the face of his god strong enough to affect these creatures, and undead and mindless creatures are not affected as divinity means nothing to them. Humans and demi-humans of any level are affected. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save versus paralysis will negate the effect. The spell may be cast at a single person, who makes his save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilizing the target.

Hold Person

Magic-User Level 3

Duration: 2 rounds/level

Range: 120'

This spell as cast by a Magic-User unleashes millions of thread-thin spectral worms on the target(s), which enter through every orifice and instantly travel to the subject's brain, traveling through the synapses and threatening to tear the subject's mind apart if he moves.

Creatures larger than 4HD are unaffected by the spell, as are undead and mindless creatures, but humans and demi-humans of any level are affected. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. paralysis will negate the effect. The spell may be cast at a single person, who makes his save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilizing the target.

Hold Portal

Magic-User Level 1

Duration: 2d6 turns

Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

Holy Word*

Cleric Level 7

Duration: See Below

Range: 0

The language of gods is not one for mortal ears. In fact, it is the speaking of these words that is behind the power of Clerical magic. But some words are more devastating than others. The most destructive word is the true name of the Cleric's god, spoken as the god would speak it. The intonation of this holy word utterly banishes creatures not native to the caster's plane, hurling them back to their respective planes of existence. Additionally, other creatures will suffer effects from the holy word in accordance with the creature's hit dice:

HD	Effect
< 4	Killed
4 – 7	Paralyzed 1d4 turns
8 – 11	Slowed 2d4 rounds
12	Deafened 1d4 rounds, -2 to hit, Movement -25%

All creatures, save angels or other legitimately holy beings, and priests and Clerics and devout followers of the caster's religion, within 60' of the caster are affected.

The reverse, Unholy Word, has the same effect save that demons and unholy creatures are not affected.

Identify

Magic-User Level 1

Duration: Instantaneous

Range: Touch

This spell allows the Magic-User to discern the magical properties of an item. The spell requires one uninterrupted day in a laboratory worth at least 1000gp to cast. At the end of the day, the Magic-User will have successfully determined one magical property of an item. The character will not know if there are additional properties unless the spell is cast one more time after all properties have been discovered; this "wasted" day will confirm no further properties. Note that a cursed item will not identify as cursed, but as the item it pretends to be. This spell does not reveal command words. Each casting of the spell, successful or not, requires the expenditure of 100gp worth of ingredients.

Imprisonment*

Magic-User Level 9

Duration: Permanent

Range: Touch

When the caster casts Imprisonment and touches a creature, it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a Freedom spell (reverse of Imprisonment) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a Locate Object spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Incendiary Cloud

Magic-User Level 8

Duration: 1d6 + 4 rounds

Range: 30'

An Incendiary Cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus magic on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Insect Plague

Cleric Level 5

Duration: 1 turns/level

Range: 360'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 or less Hit Dice. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Instant Summons

Magic-User Level 7

Duration: Instantaneous

Range: See Below

Time and space do not exist to the forces of magic, and this spell allows the Magic-User to disregard both in limited circumstances. When the spell is cast, a prepared item is summoned (instantly!) to his hands from wherever it currently is. To prepare the item, the caster simply places a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from across the multiverse, but only if no other creature has claimed ownership of it.

Interposing Hand

Magic- User Level 5

Duration: 1 round/level

Range: 10'/level

Interposing Hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An Interposing Hand has as many hit points as the caster when undamaged. It has an AC of 12. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisibility

Magic-User Level 2

Duration: 1 turn/caster level

Range: Touch

With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject can not be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc, as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure, basically taking any violent action at all, the action enrages the world's light so much that it attempts to attack the subject, resulting in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character who attacks and misses a target still becomes visible.

Invisibility 10' Radius

Magic-User Level 3

Duration: 1 turn/caster level

Range: 10' Radius Area

The caster's rage is so great that the light is terrified on a grand scale, and any beings, and their carried equipment, within 10' of the caster at the time of the casting become invisible as per the Invisibility spell. After the spell is cast, those affected do not have to remain close to the caster; it is as if individual Invisibility spells had been cast on each of them.

Invisibility, Improved

Magic-User Level 4

Duration: 1 turn/caster level

Range: Touch

With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject can not be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc, as usual. The subject still has physical mass and can touch and be touched. However, this spell is also proof against the anger of the light, and so the subject may take any aggressive or offensive action desired and it will not cancel the spell.

Invisibility, Mass

Magic-User Level 7

Duration: 1 turn/caster level

Range: 10'/level

This spell is identical to the Invisibility 10' Radius spell, but all living things (and their equipment) in a 30' square area become invisible. After the spell is cast, those affected do not have to remain within this area; it is as if individual Invisibility spells have been cast on each of them.

Invisible Stalker

Magic-User Level 6

Duration: See Below

Range: 0

This spell allows the caster to utilize his super-ego to spontaneously create an invisible creature which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until it is destroyed. If the creature is viewed by one able to see invisible objects, the creature will be seen to resemble the caster, but distorted with a mad façade of power hunger and lust.

If combat occurs, the thing summoned by this spell has the following stats: HD 8, AC as plate, 1 attack for 2d8 damage, Move 240', ML 7.

Jalo's Animated Artwork

Magic-User Level 7

Duration: 1 round/level

Range: 30'

The caster may take an object or creature depicted in art (be it a drawing, painting, etc) and bring it to life in the real world. The object may be used as if it were real (because it now is!), and any creature will believe it is what the art was depicting, with full abilities, under control of the caster.

Note that the quality of the piece will affect the power of the creature or item in the real world. A masterwork (defined as being worth 1000+gp) will yield perfect creations, quality but less essential works will only be at 50% power, and anything less (scribbles on paper!) will be at 25% effectiveness. Drawing a quick serviceable doodle takes two rounds.

Knock

Magic-User Level 2

Duration: Instantaneous

Range: 60'

This spell allows the Magic-User to speak to a stuck, barred, locked, Held, or Wizard Locked doors and convince it to open for him. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a Wizard Locked door, the spell does not remove the wizard lock but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Legend Lore

Magic-User Level 6

Duration: See Below

Range: 0

The works and deeds of the famous and the infamous are witnessed by the universe, and all secrets are spied upon by creation, even if there is no man to record them. This spell allows the caster to read this chronicle that is written between the strands of reality, giving him knowledge about an important person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4 x 10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the Magic-User cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate

Magic-User Level 2

Duration: See Below

Range: 20'

Levitate allows the caster to move himself or herself, another creature, or an object up and down as desired. An unwilling creature may make a saving throw to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if they so wish. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). The spell lasts as long as the caster actively concentrates on it. If the Magic-User moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

Light*

Cleric Level 1

Magic-User Level 1

Duration: 3 turns/caster level

Range: 120'

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, not end the spell.

The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

A Light spell can be used to cancel a Darkness spell, and vice versa.

Either version of the spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

Lightning Bolt

Magic-User Level 3

Duration: Instantaneous

Range: 40' + 10'/level

A bolt of lightning extends 60' from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60', even if this means that it ricochets backward from something that blocks its path.

Locate Object*

Cleric Level 3

Magic-User Level 2

Duration: 2 turns

Range: 60' + 10'/level

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Living creatures or animate constructs may not be located.

Lower Water

Cleric Level 4

Magic-User Level 6

Duration: 1 turn/level

Range: 120'

This spell causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a more or less square-shaped depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a Slow spell (the reverse of Haste); a save vs. Spells is allowed, with success negating the effect. The spell has no effect on other creatures.

Magic Aura*

Magic-User Level 1

Duration: 1 day/level

Range: Touch

This spell makes an object appealing to the microcosmic forces of magic, giving the item an aura that causes it registers to Detect spells (and spells with similar capabilities) as though it were magical. If the object bearing magic aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus magic. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

The reverse of this spell hides the magic aura of a legitimate magical item. A Magic-User casting Detect Magic and actually handling the item is permitted a saving throw to see the magical aura of the item.

Magic Jar

Magic-User Level 5

Duration: See Below

Range: 10'/level

By casting Magic Jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus magic. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a dispel evil spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile

Magic-User Level 1

Duration: Instantaneous

Range: 60' + 10'/level

A missile of magical energy shoots forth from the caster's fingertip and strikes its target, dealing damage equal to 1d6 + 1 point per level of the caster (so a second level Magic-User deals d6 + 2 points of damage). The missile strikes unerringly, even if the target is in mêlée combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. A single missile can strike only one creature.

Each Magic-User's Magic Missile is unique in appearance and always looks the same. When the caster writes a scroll, the resulting Missile looks identical to the normally cast version. When using a scroll written by another Magic-User, or memorizing a spell out of another's spellbook, the resulting spell will look like that other caster's Missile. Each different 'signature' for a Magic Missile must be researched and/or transcribed as if it were a different spell.

Magic Mouth

Magic-User Level 2

Duration: Permanent until Triggered

Range: See Below

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

Magic Sword

Magic-User Level 7

Duration: 1 round/level

Range: 30'

The caster evokes a magical sword into being and can wield it by exerting his will. While doing so, he cannot cast spells, use magic items, or move, although the spell does not end if the Magic-User's concentration is broken; the sword simply does not attack during that round. The sword attacks as a Fighter one-half the Magic-User's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The sword inflicts 5d4 hp damage.

Major Creation

Magic-User Level 5

Duration: 6 turns/level

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation.

Massmorph

Magic-User Level 4

Duration: See Below

Range: 10'/level

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees. The creatures must all be willing, and remain in tree form until the spell is ended by the caster or the magic is dispelled. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Maze

Magic-User Level 8

Duration: See Below

Range: 5'/level

The caster banishes the subject into an extra dimensional labyrinth. The number of turns or rounds the subject takes to escape this labyrinth is determined by his intelligence.

Intelligence	Time in Labyrinth
3 or less	3d4 turns
4 – 5	2d4 turns
6 – 8	1d4 turns
9 – 12	4d4 rounds
13 – 15	3d4 rounds
16 – 17	2d4 rounds
18+	1d4 rounds

Referees should estimate monsters' (or other NPCs with no given scores) intelligence.

Mending

Magic-User Level 1

Duration: Instantaneous

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell cannot repair magic items, nor does it affect creatures.

Message

Magic-User Level 1

Duration: See Below

Range: 60' + 10'/level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers. Unlike casting most spells, the gestures of this spell are subtle, and it is easy to conceal that the spell is being cast. Note that the path between the Magic-User and the recipient must be a straight line and not completely blocked.

Meteor Swarm

Magic-User Level 9

Duration: Instantaneous

Range: 40' + 10'/level

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10' diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

Mind Blank

Magic-User Level 8

Duration: 1 turn/level

Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Minor Creation

Magic-User Level 4

Duration: 6 turns/level

Range: Touch

With a small piece of material, the caster may use this spell to create an object made of that same material. The base material cannot be alive and must come from a plant. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc. The item exists only for the duration of the spell.

Mirror Image

Magic-User Level 2

Duration: 2 rounds/level

Range: 0

This spell grabs d4 duplicates of the caster from near-identical timelines to confuse foes and make it more difficult for the original caster to come to harm. Because they *are* the caster, in the same situation and fighting the same battle in their own timeline, they are indistinguishable in every way from the caster and mimic his every motion. When an opponent makes a successful attack against one of the duplicates, it instantly dies and dissipates into nothingness (the others remain). If an opponent attempts to attack a Magic-User obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the person or one of the duplicates. Note that the duplicates do not take independent action; they are just "mirror images" as the spell name implies.

Mnemonic Enhancer

Magic-User Level 4

Duration: See Below

Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level.

This can be in any combination of spell levels For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Monster Summoning

Magic-User Level 3

Duration: 1 round/level

Range: 30'

By casting this spell, the Magic-User conjures up 1d8 creatures totaling the caster's level in Hit Dice to serve him as allies in combat or to perform other services (creatures can have ½ a Hit Die, with d4 Hit Points). The monsters appear from thin air within 1d4 rounds of the spell's completed casting. If the caster is in combat, the monsters will fight on his behalf, attacking whatever foes he directs, or guarding him. For more complex tasks, the Magic-User must somehow have the ability to communicate these more specific commands.

The Referee will determine what creatures actually appear, but they will not be natural...

Move Earth

Magic-User Level 6

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved.

Neutralize Poison*

Cleric Level 4

Duration: Instantaneous

Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will bring a character back to life if the spell is used no more than 1 turn after death.

Part Water

Cleric Level 7

Magic-User Level 6

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Passwall

Magic-User Level 9

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Permanency

Magic-User Level 8

Duration: Permanent

Range: Touch

The Permanency spell makes other spell effects permanent. It is also used to lock the enchantments of a magic item permanently into the item. Certain spells can be made permanent upon the caster or another creature, and other spells can be made permanent only if cast upon an area or an object. Each use of this spell requires the caster to make a saving throw versus magic; failure permanently reduces the caster's Constitution by 1 point.

Spells that can be made permanent upon a person or other creature (and these must be cast by a Magic-User, not a Cleric):

Change Self, Comprehend Languages, Dark Vision, Detect Evil, Detect Illusion, Detect Invisible, Detect Magic, Feather Fall, Improved Invisibility, Levitate, Minor Globe of Invulnerability, Protection from Evil, Protection from Normal Missiles, Protection from Normal Weapons, Read Magic, Spider Climb, Unseen Servant, Ventriloquism, Water Breathing

Spells that can be made permanent upon an area or object:

Continual Light, Enlarge, Gust of Wind, Invisibility, Magic Aura, Magic Mouth, Prismatic Wall, Stinking Cloud, Wall of Fire, Wall of Fog, Wall of Ice, Web

Phantasmal Force

Magic-User Level 2

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

Phantasmal Psychedelia

Magic-User Level 3

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. Whenever the illusory creature is hit in combat by someone believing in it, the attacker gains another saving throw to disbelieve the illusion.

Phantasmal Supergoria

Magic-User Level 6

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. If it is a damage-causing effect (say, a monster), then the first time a phantasmal creature causes damage, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken; otherwise, the illusion is as deadly as a real creature. If the saving throw is not made, then another save is allowed only after the illusory creature has taken so much "damage" that it must be dead... but the illusion can take no actual damage because it does not exist.

Saving throws are also granted if a character disbelieves a certain situation created by the illusion.

Phase Door

Magic-User 7

Duration: 1 passage per 2 levels

Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The phase door is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the phase door and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A phase door is subject to Dispel Magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

Plane Shift

Cleric Level 5

Duration: Instantaneous

Range: Touch

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Note that plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus magic to negate the effects of this spell.

Polymorph Others

Magic-User Level 4

Duration: Permanent

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus magic, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity. Dispel Magic negates the effects of this spell, and if the subject dies while in a different form he will revert to his natural form in death.

Polymorph Self

Magic-User Level 4

Duration: 2 turns/level

Range: 0

The caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a winged creature, he will be able to fly. If the caster takes the form of a creature with a petrifying gaze, his gaze will not petrify. The caster is unable to cast spells when transformed. Dispel Magic negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Stun

Magic-User Level 7

Duration: See Below

Range: 5'/level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by Power Word Stun. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 + 1 rounds
31 – 60	2d4 + 1 rounds
61 – 90	1d4 + 1 rounds

Power Word: Kill

Magic-User Level 9

Duration: Instantaneous

Range: 2.5'/caster level

The caster utters a single word of power that instantly kills one or more creatures within a 20' diameter, whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by Power Word Kill. There is no saving throw against this spell.

Prayer

Cleric Level 3

Duration: 1 round/level

Range: 0

By displaying total submission to his deity, the Cleric may beg for succor in times of need. The Prayer spell grants such aid, granting a +1 bonus to the morale, attack, damage, and saving throw rolls of the Cleric and any creatures allied with the caster. The Cleric's enemies suffer -1 on their morale, attack, damage, and saving throw rolls.

The spell's area of effect is a 30' radius area centered on the Cleric.

Prismatic Sphere

Magic-User Level 7

Duration: 1 turn/level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 HD, which lasts 2d4 turns.

The caster can pass into and out of the prismatic sphere and remain near it without harm. However, the sphere blocks any attempt to project something into the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Order	Color	Effect	Negated By
1 st	Red	Stops nonmagical ranged weapons. Deals 10 points of damage (saving throw for half damage).	Fireball
2 nd	Orange	Stops magical ranged weapons. Deals 20 points of damage (saving throw for half).	Gust of Wind
3 rd	Yellow	Stops poisons, gases, and petrification. Deals 40 points of damage (saving throw for half).	Disintegrate
4 th	Green	Stops breath weapons. Poison (saving throw or die).	Passwall

5 th	Blue	Stops divination and mental attacks. Turns to stone (saving throw negates).	Magic Missile
6 th	Indigo	Stops all spells. Causes insanity (saving throw negates)	Continual Light
7 th	Violet	Force shield. Creatures sent to another dimension (saving throw negates).	Dispel Magic*

* Dispel Magic only Dispel the 7th layer and does not disrupt the entire spell.

Prismatic Spray

Magic-User Level 7

Duration: Instantaneous

Range: 70'

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in a "fan" of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by the Magic-User spell prismatic sphere.

Roll	Color	Effect
1	Red	Deals 10 points of damage (saving throw for half damage).
2	Orange	Deals 20 points of damage (saving throw for half).
3	Yellow	Deals 40 points of damage (saving throw for half).
4	Green	Poison (saving throw or die).
5	Blue	Turns to stone (saving throw negates).
6	Indigo	Causes insanity (saving throw negates)
7	Violet	Creatures sent to another dimension (saving throw negates).
8	Two Colors	Roll twice, ignoring this result

Prismatic Wall

Magic-User Level 7

Duration: 1 turn/Level

Range: 10'

Prismatic wall creates a vertical, opaque wall – a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to the Magic-User spell prismatic sphere, except a shimmering wall is produced rather than an opaque globe.

Projected Image

Magic-User Level 6

Duration: 1 round/level

Range: 10'/level

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil*

Cleric Level 1

Magic-User Level 1

Duration: 1 round/level

Range: Touch

"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Protection from Chaos."

The subject of this spell is able to ward off chaotic creatures and effects. While so protected, any chaotic creature suffers a penalty to hit in mêlée combat equal to the level of the caster. For the purposes of this spell, chaotic is defined as: Undead creatures, any extradimensional or extraplanar creatures that are not specifically Powers of Law or angels, any creature with innate magical abilities (including Magic-Users but not Clerics), any character with permanent magical items on their person (potions and scrolls do not count, wands and staves do), and supernatural creatures incapable of being good.

The reverse of this spell protections against Law instead of Chaos.

Protection from Evil, 10' Radius*

Cleric Level 4

Magic-User Level 3

Duration: 1 round/level

Range: 0

“Evil,” for purposes of this spell, is an in-game colloquial term. It should properly be called “Protection from Chaos.”

The field of protection is centered around the caster, and moves with the caster. Any chaotic creature within this area suffers a penalty to hit in mêlée combat equal to the level of the caster. For the purposes of this spell, chaotic is defined as: Undead creatures, any extradimensional or extraplanar creatures that are not specifically Powers of Law or angels, any creature with innate magical abilities (including Magic-Users but not Clerics), any character with permanent magical items on their person (potions and scrolls do not count, wands and staves do), and supernatural creatures incapable of being good.

The reverse of this spell protections against Law instead of Chaos.

Protection from Normal Missiles

Magic-User Level 3

Duration: 1 round/level

Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows. The spell conveys no protection whatsoever against spells, including spells with missile-like qualities.

Protection from Normal Weapons

Magic-User Level 4

Duration: 1 round/level

Range: Touch

The subject of this spell becomes completely invulnerable to the effects of non-magical weapons. Creatures four hit dice or greater (but not including character levels) are still able to attack as normal. The spell conveys no protection whatsoever against spells.

Purify Food and Drink*

Cleric Level 1

Duration: Instantaneous

Range: 30'

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

The reverse of the spell contaminates food and water and will spoil holy water.

Quest

Cleric Level 5

Duration: See Below

Range: 60'

When this spell is cast on a character, a saving throw versus magic is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Referee. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Ray of Enfeeblement

Magic-User Level 2

Duration: 1 round/level

Range: 20'

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to Strength equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to mêlée and missile damage inflicted by an affected creature as well. A successful saving throw versus magic negates the effect.

Read Magic*

Magic-User Level 1

Duration: Instantaneous

Range: 0

By means of read magic, the caster can decipher magical inscriptions on objects – books, scrolls, weapons, and the like – that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of read magic. All spell books are written such that only the Elf or Magic-User who owns the book can decipher it without the use of this spell. Each casting of the spell allows the reading of d4 items.

Remove Curse*

Cleric Level 3

Magic-User Level 4

Duration: Instantaneous

Range: Touch

Remove Curse instantaneously removes one curse on a creature if it makes a saving throw versus magic.

Remove Curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. Remove Curse counters and dispels Bestow Curse.

Bestow Curse (reverse of Remove Curse) can bring about any number of unfortunate effects upon a being, determined by the caster and Referee. Some limits of effect must be enforced. Possibilities include no more than a – 2 penalty to saving throws or –4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by bestow curse with a successful saving throw versus magic.

Remove Fear*

Cleric Level 1

Duration: See Below

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus magic to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. The subject automatically succeeds in any morale checks for a number of rounds equal to the caster's level. Remove Fear counters and dispels Cause Fear.

The reverse, Cause Fear, will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold

Cleric Level 1

Duration: 1 turn/level

Range: Touch

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire

Cleric Level 2

Duration: 1 turn/level

Range: Touch

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Reverse Gravity

Magic- User Level 7

Duration: 1 round

Range: 5'/level

Nature is a Magic-User's plaything, and this spell commands the earth to throw away people and objects standing upon it. This affects a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Sanctuary

Cleric Level 1

Duration: 2 rounds/level

Range: Touch

This spell allows the subject to be attacked less often by foes. Any creature attempting to attack the subject must first make a saving throw versus magic, or else it is not permitted to make an attack. The attacker does not lose its turn; it may still attack another target, move, or do anything else it is normally allowed to do. This restriction applies to area effect attacks as well, unless there is another target within that area.

The spell ends immediately if the subject makes any violent or offensive action.

Secret Chest

Magic-User Level 5

Duration: 60 days

Range: See Below

By casting this spell, a Magic-User can hide a chest in another dimension for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair

of these chests at any given time. The chests are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the negative plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll d20	Result
1 – 3	One item is added
4 – 9	One item is stolen
10 – 16	All new contents are present
17 - 20	The chest is empty

Shades

Magic-User Level 6

Duration: 1 round/level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 5hp per the creature's normal HD. Victims are allowed saving throw to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 15 and all damage is -40%, rounding up at .5.

Shadow Monsters

Magic-User Level 4

Duration: 1 round/level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed saving throw to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 12 and all damage is -80%, rounding up at .5.

Shape Change

Magic-User Level 9

Duration: 1 turn/level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shield

Magic-User Level 1

Duration: 2 turns

Range: Touch

Magic-Users are masters of matter and as such can command objects racing towards them to stop. The objects are sometimes impertinent, it is true, but this spell will protect the caster from many attacks which

would otherwise harm him. Against missile attacks, the spell grants the caster AC 19, and an effective AC 17 for all other attacks. Even if an attack hits, it does one less point of damage than it otherwise would have.

Silence 15' Radius

Cleric Level 2

Duration: 2 rounds/level

Range: 120'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus magic, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Simulacrum

Magic-User Level 7

Duration: Permanent

Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a detect magic spell, and true seeing will reveal a simulacrum's true nature.

Sleep

Magic-User Level 1

Duration: d4 turns

Range: 30' + 10'/level

A Sleep spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead creatures.

Snake Charm

Cleric Level 2

Duration: See Below

Range: 30'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A Cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level Cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in mêlée combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Speak with Animals

Cleric Level 2

Duration: 2 rounds/level

Range: 0

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Dead

Cleric Level 3

Duration: See Below

Range: 10'

This spell rips the spirit of a corpse from the afterlife and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions.

The corpse's knowledge is limited to what the person knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

People that were decent, honest, innocent, or at least devout in their religion (not all gods care about morality), they will be anxious to answer questions and remain on Earth for as long as possible. They have learned that the afterlife is nothing, simply a void with no effective consciousness and no sensation but for the numbing awareness of passing time. They know that being alive, even inside a rotting corpse for the briefest sliver of time that leaves them in agony as the decay of their physical form leaves every nerve transmitting unrelenting pain, is better than being dead.

Cads, scoundrels, and heretics, on the other hand, were pleasantly surprised to not find eternal torture waiting for them in death. Only the vicious and undeserving find this peace in death, and they will be furious about this peace being disturbed. This allows them a saving throw versus magic to resist answering questions.

The spell allows a base of three questions. If the death occurred more than a day ago, one less question. More than a year, one less question.

This spell does not affect a corpse that has been turned into an undead creature. The head of the person to be spoken with (or at least the mouth), even if it merely a skull, must be intact and present for the spell to work.

Speak with Monsters

Cleric Level 6

Duration: 1 round/level

Range: 30'

The caster can comprehend and communicate with any creature. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. If a creature is friendly toward the caster, it may do some favor or service.

Speak with Plants

Cleric Level 4

Duration: 1 round/level

Range: 0

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Spell Immunity

Cleric Level 4

Magic-User Level 8

Duration: 1 turn/level

Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that charm, command, cause fear, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as geas are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the duration divided among them.

Spell Turning

Magic-User Level 7

Duration: 1 round/level

Range: 0

Spells and spell-like effects targeted on the caster are turned back upon the original caster. The spell turns only effects that have the caster as a singular target. Area effect spells are not affected. Spell Turning also fails to stop touch range spells.

When a spell is turned, the original caster receives a saving throw if the spell normally calls for one.

Spider Climb

Magic-User Level 1

Duration: 1 round + 1 round/level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. This spell may be used on another being (touch required) with no saving throw.

Spiritual Weapon

Cleric Level 2

Duration: 1 round/level

Range: 30'

This spell creates a weapon of divine force which the Cleric may use on any target within 30'. Attacks are made as if they were mêlée attacks (so Strength, not Dexterity, modifiers are used, and there is no chance of hitting an incorrect target as with missile fire), and attacks made with the spiritual weapon are made in lieu of, not in addition to, regular actions. The weapon can hit creatures only affected by special or magical weapons, but gives no bonuses of its own. The weapon inflicts d8 damage per hit.

Statue

Magic-User Level 7

Duration: 6 turns/level

Range: Touch

A Statue spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a Statue spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

Sticks to Snakes*

Cleric Level 4

Duration: 2 rounds/level

Range: 30'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks.

Stinking Cloud

Magic-User Level 2

Duration: 1 round/level

Range: 30'

Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape

Magic-User Level 5

Duration: Permanent

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible.

Stone to Flesh*

Magic-User Level 6

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. Flesh to Stone (reverse of Stone to Flesh) turns one creature into a statue, including all gear and any items currently held. A saving throw versus paralysis is permitted to resist the transformation.

Striking

Cleric Level 3

Duration: 1 round/level

Range: 10'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

Suggestion

Magic-User Level 3

Duration: 6 turns/level

Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2). A saving throw versus magic is allowed to negate the effects of this spell.

Suggestion, Mass

Magic-User Level 6

Duration: 4 turns/level

Range: 10'/level

This spell influences one creature per level of the caster. If all of the spell's power is concentrated upon a single creature, the spell simply functions as a powerful suggestion spell, with the saving throw made at -2. Factual suggestions ("These are not the Halflings you seek"), suggestions of a course of action ("You won't mention you saw us, I have no doubt"), or a combination of both are possible. Even a victim who has failed a saving throw against the spell will not undertake a course of action that is palpably unreasonable, but the experienced caster can easily phrase his requests in such a way as to avoid this problem. No creature will leap off a cliff for no reason; but the caster might need to scout the bottom of a chasm and promise to cast a Feather Fall spell, or hand the victim a "magical" torch that supposedly permits the power of flight. The creature to be influenced must be able to hear and understand the language spoken by the caster.

Symbol

Cleric Level 7

Magic-User Level 8

Duration: See Below

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict

When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death

When triggered, a symbol of death slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair

Any beings in the area must succeed in a saving throw versus magic, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear

All creatures must succeed in a saving throw versus magic with a penalty of -4 or suffer from the effects of a fear spell.

Symbol of Insanity

When triggered, a symbol of insanity causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the confusion spell). This effect can be negated with the spells heal or wish.

Symbol of Pain

Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to Dexterity. These effects last for 2d10 turns.

Symbol of Sleep

All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the sleep spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning

When triggered, a symbol of stunning causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

Telekinesis

Magic-User Level 5
Duration: 1 round/level
Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus magic.

Teleport

Magic-User Level 5
Duration: Instantaneous
Range: Touch

This spell fixes the caster in one absolutely point in space, and moves creation so that the caster appears to instantly travel an incredible distance. The caster chooses where he wishes to go, which may be as distant as 100 miles per caster level. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	1 – 97	98 – 99	100	-
Studied Carefully	1 – 94	95 – 97	98 – 99	100
Seen Casually	1 – 88	89 – 94	95 – 96	97 – 100
Viewed Once	1 – 76	77 – 88	89 – 90	91 – 100
False Destination	-	-	81 – 92	93 – 100

To see how well the teleportation works, the player will roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

"False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Time Stop

Magic-User Level 9

Duration: 2 rounds

Range: 0

This spell brings all of creation (and anti-creation) to a complete halt, while allowing the caster the freedom to act in this inert universe. Because existence wants to be active, this spell can not last long. The caster can take d4+2 rounds worth of actions (the exact amount rolled by the Referee in secret) instantly, as the caster acts within the folds of adjacent moments.

Transmute Rock to Mud*

Magic-User Level 5

Duration: See Below

Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. Transmute Mud to Rock (reverse of Transmute Rock to Mud) changes an equal volume of mud described above into rock. This alteration is permanent.

Transport via Plants

Cleric Level 6

Duration: See Below

Range: Touch

By means of this spell the caster may enter any large normal plant and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, he need merely designate direction and distance and the transport via plants spell moves him as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and the caster must leave the entry plant within 24 hours. There is a 5% chance that the spell goes awry, sending the caster to a similar plant 1d100 miles away in a random direction. Destruction of an occupied plant slays the caster.

Trap the Soul

Magic-User Level 8

Duration: Permanent

Range: 10'

Trap the Soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of trap the soul, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus magic to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

True Seeing*

Cleric Level 5

Duration: 1 round/level

Range: Touch

The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their “opposite.” The ugly appears beautiful, the valuable appears worthless, and so on.

Turn Undead

Cleric Level 1

Duration: 1d4+2 turns

Range: 120'

One true measure of divine power is the command over life and death. In particular, power over the walking dead. They are abominations, a crime against creation. One of a Cleric’s first duties is to ensure that the dead shall dead remain. And so they have the power to first ward against, and later outright destroy, these creations.

When the spell is cast, the Cleric’s player rolls 2d6. The Referee will then reference the result on the following table:

(Cleric level on top, undead hit dice on the side)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	7	5	3	T	T	T	T*	T*	T*	D	D	D	D*	D*	D*
2	9	7	5	3	T	T	T	T*	T*	T*	D	D	D	D*	D*
3	11	9	7	5	3	T	T	T	T*	T*	T*	D	D	D	D*
4	12	11	9	7	5	3	T	T	T	T*	T*	T*	D	D	D
5	-	12	11	9	7	5	3	T	T	T	T*	T*	T*	D	D
6	-	-	12	11	9	7	5	3	T	T	T	T*	T*	T*	D
7	-	-	-	12	11	9	7	5	3	T	T	T	T*	T*	T*
8	-	-	-	-	12	11	9	7	5	3	T	T	T	T*	T*
9	-	-	-	-	-	12	11	9	7	5	3	T	T	T	T*
10	-	-	-	-	-	-	12	11	9	7	5	3	T	T	T
11	-	-	-	-	-	-	-	12	11	9	7	5	3	T	T
12+	-	-	-	-	-	-	-	-	12	11	9	7	5	3	T

If the roll is less than the listed number, then the undead are seemingly unaffected (but see below).

If the roll is greater than or equal to the listed number, then a number of hit dice worth of undead, 1d6 + the level of the casting Cleric, will flee to the best of their ability for the duration of the spell. Surplus hit dice are lost (so if the Cleric is turning four creatures of two hit dice each, and the roll is a 7, then only three are turned). If there are undead of multiple hit dice values, only one roll is made, and the roll is applied to all types. Lower hit dice undead are always turned before greater hit dice undead are.

A “T” signifies that no roll is necessary; undead are automatically turned.

A “D” signifies that the power of the Cleric is so great that the undead are instantly destroyed, rather than turned. Alternately, a Cleric may instead choose to command the undead, and in this case they become the Cleric’s loyal slaves until destroyed. Note that intelligent undead creatures are allowed a saving throw versus magic to avoid a D result; if successful, the creature is simply turned.

A “-” signifies that a Cleric of that level may not turn an undead creature of that many hit dice.

An asterisk denotes that twice the usual number of undead are turned.

If the turning was successful and there are still unturned undead remaining, the Cleric may roll to turn additional undead every round until he fails a turning roll.

Regardless of any other effect's success or failure, as long as the Cleric is concentrating (neither movement nor fighting nor other spellcasting allowed) and holding his holy symbol before him, undead creatures can not approach within ten feet, and if already within that distance, will back away.

Attacking or approaching a turned undead creature will negate the effects of the spell and allow the creature to act freely.

Unseen Servant

Magic-User Level 1

Duration: 6 turns + 1 turn/level

Range: 0

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Vanish

Magic-User Level 7

Duration: See Below

Range: Touch

By casting this spell, a Magic-User may teleport an object as per the spell teleport, or may banish the object to the spirit plane, in which case the object is replaced in the material plane with small stone that matches the objects shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to vanish in this manner. If the spell Dispel Magic is cast upon a stone item replaced by this spell, it may bring back the original item.

Veil

Magic-User Level 6

Duration: 1 turn/level

Range: 10'/level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of hallucinatory terrain, but the illusion does hold up even under physical inspection. The spell True Seeing or similar magical effects will reveal the illusion for what it is.

Ventriloquism

Magic-User Level 1

Duration: 2 turns

Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

Vision

Magic-User Level 7

Duration: See Below

Range: 0

This spell calls upon the greater Powers of the universe to impart knowledge unto the caster. The caster must have a specific question in mind when casting, and if the spell is successful, the caster falls into a hallucinogenic daze as the information floods his mind.

To determine the results of the spell, roll on the following table. Bonuses to the roll are given for the sacrifice of valuable items (+1 per 1000gp value of a single item) and the sacrifice of intelligent beings (+1 per level or hit dice of the sacrifice, does not have to be a single being). A roll of 1 may never be adjusted to greater than 2.

Roll	Result
1	The request offends the Power, and the Magic-User is disintegrated
2	Failure: caster is affected by a geas to do the bidding of the power consulted
3 – 5	No information gained
6 – 10	Ambiguous: only partial information or periphery information is imparted
11 – 20	Success: the vision is accurate and detailed

Wall of Fire

Magic-User Level 4

Duration: See Below

Range: 80' or 0

This spell calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat one would expect, but the other side emits merely a gentle warmth. Passing through the flames inflicts 2d6 damage. Creatures as far as ten feet from the hot side of the wall incur 1d6 hit points of damage. Undead creatures suffer worse, taking twice the ordinary damage the wall would inflict. The wall persists for as long as the caster concentrates upon it, or, if concentration is not maintained, will remain for 1 round per caster level. The caster may evoke a wall of fire in one of two shapes: a wall or a ring. The size of a straight wall is up to one 20' square per caster level. A ring has a radius of up to five feet per caster level (with the caster in the center) and is 20' high. If the caster manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the caster.

Wall of Fog

Magic-User Level 2

Duration: 5 rounds + 1 round/level

Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the wall of vapor before its duration has expired.

Wall of Ice

Magic-User Level 4

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Iron

Magic-User Level 5

Duration: Permanent

Range: 120'

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A wall of iron is 1/4"

thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Magic-User Level 5

Duration: Permanent

Range: 120'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a Dispel Magic spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water Breathing*

Magic-User Level 3

Duration: 6 turns/level

Range: Touch

The subject of this spell grows gills in their neck, his skin takes on a scaly texture, and he gains the ability breathe water freely for the duration of the spell. Creatures under the influence of the spell are not granted any additional proficiency at swimming. The reverse of the spell allows creatures sea creatures to breathe air.

Water Walk

Cleric Level 3

Duration: 1 turn/level

Range: Touch

The subject of this spell is granted divine favor, allowing him to walk on water, or any kind of liquid, as if it were dry land. However, liquid is similarly impenetrable to the subject as normal ground, so it would be impossible to reach into a pool of water to grab anything, for example. If the liquid is dangerous (lava, acid), the subject is still subject to negative effects of the substance. The subject may end the spell at any time.

Web

Magic-User Level 2

Duration: 2 turns/level

Range: 5'/level

This spell causes a large volume of sticky, disgusting strands of goo to shoot forth from the caster's mouth into an area approximately 20 feet square. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. Creatures larger than ogre size can rip through the web at will. The strands of a Web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wind Walk

Cleric Level 6

Duration: 6 turns/level

Range: 0

This spell purifies the Cleric's body so it becomes akin to air. The subject transforms into a cloudlike vapor and moves through the air at a movement rate up to 600'. The caster can take one other creature with him per 8 levels of experience. Each such "passenger" acts independently but must remain within visual distance of the caster. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like. If a wind walker stops moving, the spell effect ends.

Wizard Eye

Magic-User Level 4

Duration: 1 round/level

Range: 0

The caster creates an invisible magical sensor that sends visual information, and can see with 60' dark vision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Wizard Lock

Magic-User Level 2

Duration: Permanent

Range: Touch

Some doors are never meant to be opened. This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or Dispel Magic spell can negate a Wizard Lock spell, but the Wizard Lock will take effect when a portal opened with a Knock is closed again.

Word of Recall

Cleric Level 6

Duration: Instantaneous

Range: 0

The casting of this spell summons the very essence of his deity to protect him, and this divine force removes the caster from his current location and delivers him instantly to his sanctuary. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game Copyright © 2006-2008 Chris Gonnerman.

OSRIC™ copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Labyrinth Lord™ Copyright 2007 – 2009, Daniel Proctor. Author Daniel Proctor.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future™ Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Juiblex „The Faceless Lord% (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based, on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax,

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax,

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax,

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing, Copyright 2010, James Edward Raggi IV

Designation of Open Game Content: All contents of this document, except the Open Game License itself and except where noted below, are Open Game Content.

Designation of Product Identity: The Lamentations of the Flame Princess name and LotFP abbreviation, all logos and artwork, proper names (such as “Jalo” or “Aino”) and other graphic design.

Lamentations of the Flame Princess and LotFP are trademarks owned by James Edward Raggi IV.